SUPER NINTENDO • GENESIS • NEO GEO • JAGUAR • 3DO • LYNX • GAME GEAR

DIEHARD GAMEFAN

NEXT GENERATION VIDEO GAME MAGAZINE

VOLUME 1 • ISSUE 12

THE SAGA CONTINUES WITH:
SUPER EMPIRE STRIKES BACK
FOR THE SUPER NES!

INSIDE THIS ISSUE:
HOT NEW SEGA TITLES:
LUNAR THE SILVER STAR
STIMPY'S INVENTION
TREASURE LAND
DRAGON'S LAIR
SONIC CD

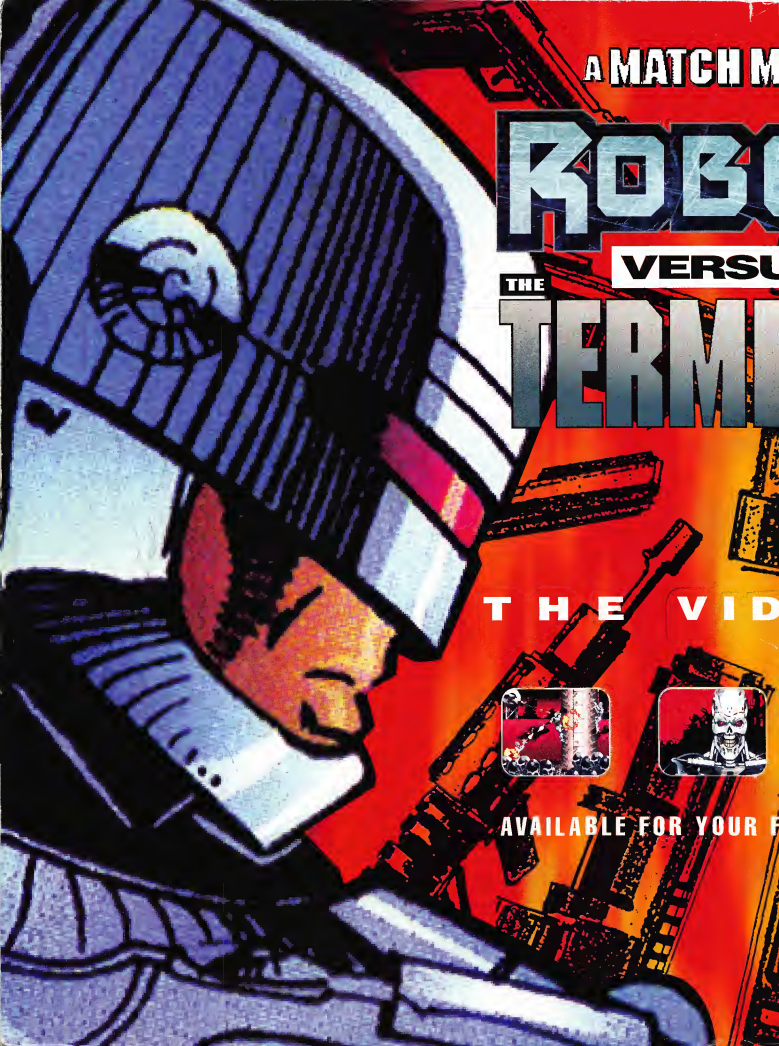
INSIDE PLANET SNES:
SECRET OF MANA
JURASSIC PARK
MEGA MAN X

THE INCREDIBLE 3DO!
FIRST HANDS-ON REVIEW

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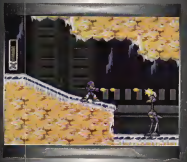
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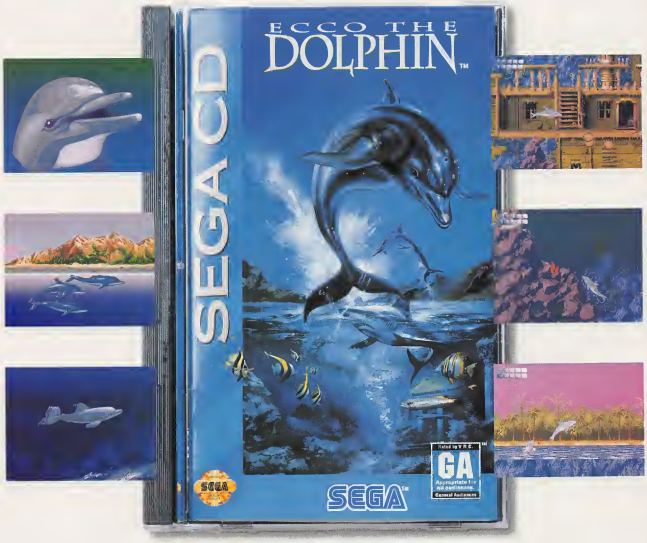
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All Art By: Terry Wolfinger

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No game's ever gonna take you deeper! Incredibly detailed CD graphics, chillin' digital music and spatial QSound audio processing plunge you into this dolphin's lonely quest.

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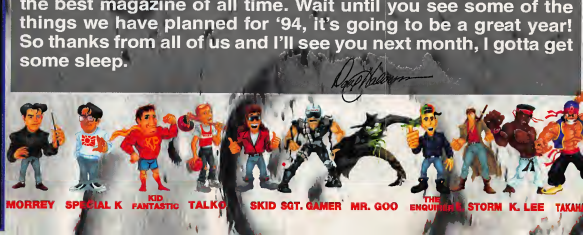
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I can't believe that this is our twelfth issue. I actually found eight people that are crazy enough to stay up all night surrounded by Mac's and Video games. The way I see it we have consumed about two hundred and fifty pounds of coffee, contributed about ten grand to our local fast food chains and set several records for sleep deprivation. We've gone through about a hundred controllers melted down about ten systems, put in a combined total of about 12,000 hours of gameplay, 13,000 hours of combined computer time and written over 300,000 words about video games. We started out in a teeny tiny little room with two slooow Mac's and a dim light, that place had it's own atmosphere. After a couple days in there sunlight became a surreal experience. We now refer to that place as "The Dungeon" but we have fond memories...Now we are of course in a more corporate environment, but were still out of control and as much hard core gamers as ever. No salesman dare enter this office for fear of permanent brain damage.

I guess we really like video games, wouldn't ya say? As a matter of fact it's 3:00 A.M. right now and I've slept about two hours in the last 48. But you know what? Me and rest of the staff can't wait to do it again. As long as you keep reading and we can make gaming more enjoyable for all of you, we will always be here making sure that you know what's what in the wonderful and growing world of video games. We owe a lot to our valuable (and incredibly smart) readers and we intend to deliver you the best magazine of all time. Wait until you see some of the things we have planned for '94, it's going to be a great year! So thanks from all of us and I'll see you next month, I gotta get some sleep.





PLAY IT IF YOU DARE





Few have faced Dracula and survived. Now it's your turn! Based on Columbia Pictures' blockbuster thriller, Bram Stoker's Dracula goes straight for the jugular. Photo-realistic graphics, camera rotation, digitized scenes from the film and an awesome digital soundtrack on the CD version plunge you deep into cold, dark dungeons crawling with spiders and packs of bloodthirsty rats. On every platform you'll experience thrilling game play and battle your way through the treacherous mountains and forests of Transylvania to Castle Dracula. And just like in the movie, the evil Prince of Darkness will rise and attack — as a bat, a wolf, even an old man. But whatever form Dracula takes...make no mistake, he must be stopped!

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HOCUS POCUS

Travel With Thy Controller In Hand To A Land Where Cheaters Prosper.









Mazin Saga - Mutant Fighter (Genesis)
Big mode only.

Go to the option screen and change the sound number to 18 and the sound effects number to 72. Go back to the title screen and you can now play through just the Guardians by pressing start as normal.

Silpheed (Sega CD)
Voice test.

At the title screen hold down "A", "B" & "C" on the number two contoller, then go to the option screen. There should now be a "Voice Test" there.









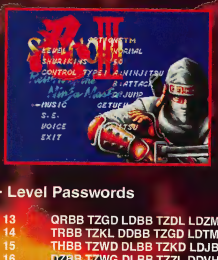
Street Fighter 2 Special CE (Genesis)
For five stars on Champion Edition.

When the building with the Street Fighter 2 logo comes to a stop, press "Down", "Z", "Up", "X", "A", "Y", "B" & "C" on contoller 1. You should hear Zangief's yell. Now it's speed, speed, speed!

Street Fighter 2 Special CE (Genesis)
Char. vs. Char. in Match Play mode.

At the Match Play mode screen, press "Down", "Z", "Up", "X", "A", "Y", "B" & "C" on contoller 2. You should hear Chun Li's yell.





Shinobi 3 (Genesis)
Invincibility.

At the option screen, put the cursor on the music test, and listen to the music in this order- He Runs/Japonesque/Shinobi Walk/Sakura/Getufu. The code was done correctly if you do not hear any music for Getufu. Start the game and you should never die.

Tiny Toons (Genesis) - Level Passwords

1	ZYGD LDDL LDLL DDDD DDGD	13	QRBB TZGD LDBB TZDL LDZM
2	NBKD DLDL DLGL LLLD DLVD	14	TRBB TZKL DDBB TZGD LDTM
3	XBBD LLDL DLKD LLLL DLND	15	THBB TZWD DLBB TZKD LDJB
4	DYBQ LLDL DDBD LDLD DDTG	16	DZBB TZWG DLBB TZZL DDVH
5	TMBK LDLD LLBG LDLD DLTV	17	BZBB TZWK DLBB TZZG LDVJ
6	GYBB DDLD LDBK DDDL LDTV	18	PJBB TZWB LLBB TZZK LLVP
7	VYBB PDLD DLBB LDLD DDDQ	19	TNBB TZWW DDBB TZZB DDVT
8	XMBB MLLD LDBB PDLD LLMQ	20	PJBB TZQW GDBB TZZO DLVM
9	GMBB TDDL LDBB MDDL DLPD	21	HJBB TZQW KLBB TZZO GDRM
10	KBBB TGLD LDBB TDLL DLNG	22	UXBB TZQQ ZDBB TZZW KDPB
11	NBBB TKDD LLBB TGDL LLNV	23	JTBB TZWW ZGBB TZZO ZDNR
12	YHBB TZNL LLBB TKLD LLNT	24	HQBB TZWW ZKBB TZZW ZGNZ



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(Fill in the fighting word of your choice.)

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The exclusive Group Battle mode is found only on Genesis. And the Turbo mode gives you the speed you need.



The Best Moves Win.
New moves in this Special Champion Edition make the fighting more exciting than ever.



Kick Some.....
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CAPCOM

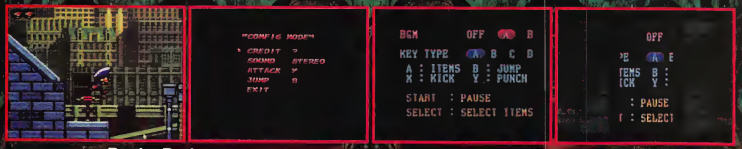
GENESIS



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Rocky Rodent (SNES)
Unlimited Continues.

While Rocky runs across the title screen from left to right, press Y, A, R, A, B & A and you will see an option screen. Put the cursor on credit ?, and voila, you've got unlimited continues!

The First Samurai (SNES)
Level Select.

Go to the option screen and press X, A, L and R together. Two doors will begin to slide shut. Before they do, press RIGHT (stage 1-2), DOWN (stage 2-1), LEFT (stage 2-2), or UP (stage 3) and don't forget to hold down X,A,L and R the entire time .

Combo Attack Special Pt.2 by The Enquirer and K. Lee



Roundhouse Short Short Fierce Fireball



Strong Strong Strong Fierce



Roundhouse Roundhouse Roundhouse



Fierce Jab Fierce Blade Kick



Jab Sonic Boom Fierce Sonic Boom Fierce

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CHAKAN: THE FOREVER MAN

FFC000000C	Infinite Energy

STREET FIGHTER 2 (SP. C.E.)

FF80C10000	Special Air Moves Plyr 1
FF83410000	Special Air Moves Plyr 2
FF972A0099	Stops Timer
FF804300B0	Infinite Energy Plyr 1
FF82C300B0	Infinite Energy Plyr 2

TERMINATOR

FFFF2F0000	Reece Ice Skates
FFFF4D0003	Music Speeds Up Lvl 1

TINY TOONS ADVENTURES

FFF78D000A	Buster is invulnerable
FFF780000F	Buster keep his ears down
FFF78D0000	Loose 2 hearts instead of 1
FFFB090002	Infinite lives

TOEJAM & EARL

FFA2520017	Infinite Energy for Toejam
FFA253001F	Infinite Energy for Earl
FFDE520002	Everlasting presents
FFB72600E2	Toejam walks backwards

BUBSY

FF023B0009	Infinite Lives
FF024900XX	Level select. XX=00-13
FF00E90059	Unlimited time
FF00920003	Invincibility

SPLATTERHOUSE 3

FF00B40005	Unlimited lives
FF00B70E1	Unlimited time

FLASHBACK

FFF49C000X	Level select. X=0-6
FFD3D70005	Unlimited shields

SUPER SHINOBI 2

FF37E0000A	Infinite lives
FF37E9000F	Unlimited energy
FF37E30032	Unlimited Shurikens
FF37E60006	Unlimited Ninjitsu Power
FF37A6000X	Level select. X=0-6
FF377C0000	Rapid fire (Midair jumping)

SUNSET RIDERS

FFB0990004	Infinite lives

JUNGLE STRIKE

FF6A0D0003	Infinite lives
FF10C70064	Unlimited fuel
FFBF87003C	Infinite hydras
FFBFC70009	Infinite hellfires
FFBF4700E8	Infinite guns

STREETS OF RAGE 2

FFEF810068	Infinite Energy
FFFC3C0094	Infinite time
FFA903000X	Level select. X=1-9

SUPER NINTENDO

ALIEN 3

7E15DA0A	Infinite grenades
7E10D8FF	Invincibility
7E15DA0A	Infinite rockets

BATTLETOADS IN BATTLEMANIACS

7E002803	Infinite lives plyr 1
7E002A03	Infinite lives plyr 2
7E00E5E10	Infinite energy plyr 1
7E0E6010	Infinite energy plyr 2
7E002C0X	Level select (1-4)-(6-9)

DESERT STRIKE

01E59CDD	Unlimited ammo
0189BBAD	Infinite lives
0187EBAD	Infinite fuel

FINAL FIGHT 2

7E106F8D	Infinite Energy

GOOF TROOP

7E015703	Infinite lives plyr 1
7E01D703	Infinite lives plyr 2
7E011D06	Unlimited energy plyr 1

MORTAL KOMBAT

7E03B023	Slow motion
7E04B958	Infinite energy plyr 1
7E02C102 & 7E00DEFF	Fight Reptile

SHADOW RUN

7E3C0F14	Infinite money

ROBOCOP 3

7E185402	Infinite Lives

GAME GENIE CODES

GENESIS

STREETS OF RAGE 2

AW7T-AA7J	Infinite lives both plrs
AL7T-AA70	Infinite continues

ROAD RASH 2

ZAST-AC58	Plyr A starts with $250,000
BEST-AAEG	Plyr 1 starts with Diablo
BETA-AAD4	Plyr 2 starts with Diablo

SUPER MONOCO GP 2

RE5T-6CZ6	You're always in 1st

CHUCK ROCK

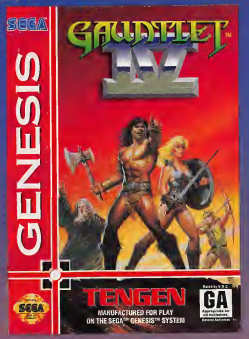
ETCT-EA5E	Infinite lives
B5RA-AA3Y	Infinite health
HC5A-AA8J	Invincibility
AXHA-AA8J	Cannot drown

THUNDERFORCE 4

AAST-AA5J	You must enter these codes first
AJTA-AA20	
RZNT-A6YW	
then enter	
AT5T-AA8T	Invincibility
AKWT-AA8R	Infinite lives.

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With 4 game modes, 4 legendary adventurers at your command, and 4-player action . . . *Gauntlet IV.*



The newest chapter in the ultimate fantasy adventure is also the first game to take advantage of the new Genesis™ 4-player adaptors.

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Here's your chance to let all the game companies know what you're playing and what you would like to see in the future, so drop us a postcard. If your name is picked from our monthly drawing, you will be the lucky recipient of one of the fabulous prizes listed below. So, what are you waiting for? Start writing!

TOP TEN

1 Mortal Kombat (GEN)
2 SF2 Turbo (SNES)
3 SF2 CE (GEN)
4 Starfox (SNES)
5 Silpheed (MEGA CD)
6 Mortal Kombat (SNES)
7 Flashback (GEN)
8 Samurai Shodown (NEO)
9 Gunstar Heroes (GEN)
10 Cool Spot (GEN)

MOST WANTED

1 Sonic CD (SEGA CD)
2 Empire Strikes Back (SNES)
3 Super SF 2 (ANY)
4 Clay Fighters (SNES)
5 Mortal Kombat (SEGA CD)
6 Mega Man X (SNES)
7 World Heroes (SNES)
8 Aladdin (GEN)
9 Stimpy's Invention (GEN)
10 Secret of Mana (SNES)

First Prize: Your choice of a core SNES, GENESIS, or GAME GEAR.
Second Prize: Your choice of one of the Picks of the Month in Viewpoint.
Third Prize: A *FREE* year of Game Fan!

Congratulations to the following winners of last month's contest:
First Prize: Brian E. Shannon of Springfield, VA • Second Prize: Paul H. Rabenart of St. Paul MN
Third Prize: Daniel Franklin of Feeding Hills, MA

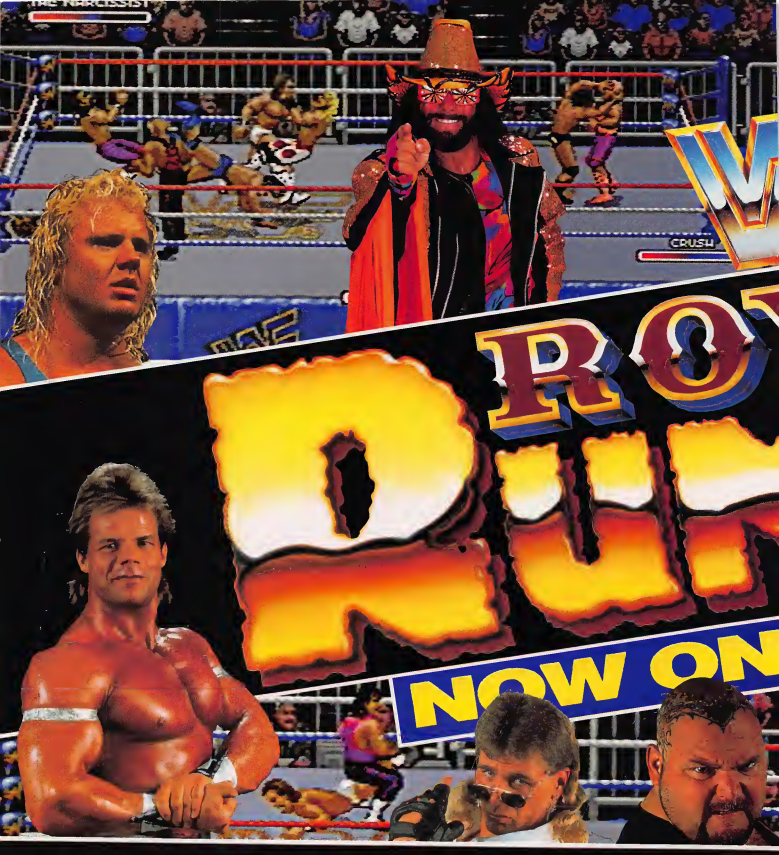
All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to:

GAME FAN TOP TEN 6400 Independence Ave., Woodland Hills, CA 91367

Drawing is limited to One (1) entry per person per month. Hope to hear from you soon.
Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.



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Interplay

By Gamers For Gamers.™

17922 Fitch Avenue, Irvine, CA 92714

Nintendo

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VIEWPOINT

If it was rated higher elsewhere and it's lower here, well ...

Honesty is our only excuse!



New Contest!

We want to hear your Viewpoints! Just write a review 70 words or less on a new release for the SNES, Genesis, Sega CD, Neo Geo or 3DO, and send it in! We'll print one winner per month and send you the Viewpoint game of your choice! ... Be honest!







Viewpoint Game Of The Month
Sonic CD!



Sega
Nintendo
Sega CD
Neo Geo

SKID'S PICK
Sonic CD is the only game this year that I didn't beat in one day. With the addition of a second adventure, after finishing with all futures good and all the emeralds, this becomes the longest CD action title yet. And that music....hahhhhh. SOA, don't change it to much. Now, I hear that Sonic 3 is better? Could the perfect cart join the perfect CD in 93?

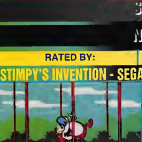
SGT. GAMER
Sonic CD goes where no CD game has gone before. Sega has been slowly converting me to their new multimedia platform and Sonic is the game to tip the scales...easily one of the best games of '93.

K. LEE'S PICK
No problem this time. Sonic CD is my pick for this month, in fact it's my pick for the year. It'll be a while before we see anything better.

THE ENQUIRER'S PICK
It's definitely that time of year again!... and you know what that means. Sonic CD is all I could think about and play this month. Even with turtles and Jurassic Park around, nothing comes close to Sonic CD, NOTHING!

RATED BY:	SKID	SGT. GAMER	K. LEE	THE ENQUIRER

STIMPY'S INVENTION - SEGA - 8 MEG - 2 PLAYER - SEE REVIEW PG. 41-43



95% From out of nowhere comes one of Sega's strongest titles of '93. Stimpy's Invention not only captures the look and feel of the Nick-toon but it is loaded with some of the most innovative play mechanics I have ever seen in a Sega cart. It's a bit short on easy but just right on normal or hard. I demand that all Genesis owners play this game, it's tha most fun you'll ever have with farts and burps.

92% What a cool game! SOA has concantrated on the animation and sight gags that have made Ren & Stimpy tha marquis show for Nickelodeon and they are way funny, even after playing it a hundred times. The other unique feature of this game is how you can switch back and forth between the two characters. This is ona of the best surprises of the year!

90% Some games you wait years for and, as expectad, they turn out to be great games (re: Zelda 3, Sonic CD, etc.). Then, there are tha games that coma out of thin air like Ren and Stimpy. This game is a blast from beginning to end and I'm cracking up right now just thinking about it.

89% Stimpy's Invention has got to be one of the biggest surprises of '93. Not only is it two player simul, but the game has a lot of action; just like World of Illusion but much more interactive. Stimpy's invention has great game play, good music and, at the harder difficulty settings, is an excellent challenge.

ALADDIN - SEGA - 16 MEG - 1 PLAYER - SEE REVIEW PG. 44



99% The development team at Virgin does in 3 months what most companies couldn't achieve in a year. Aladdin is, without a doubt, the most visually impressive cartridge based gama that I have ever seen. It is also a well thought out, long and excellent controlling action platform, making this the one action title of '93 on the same level with Gunstar Heroes. Awards will be tough this year.

97% Absolutely beautifull Aladdin, in addition to being one of the best looking games ever mada, is an addictive, challenging action/platform cartoon that is to video gamas what the movia was to animated features...brilliant! This game is for all gamers and is not to be missad. Aladdin is sure to be around when it gets close to award time.

95% Now, this is my kind of gama. The programmers at Virgin have truly outdona themselves this time with a game that will surely become a clasaic. With great music, a long quast, detailed graphics and animation (compliments of Disney) that has to be seen to be believed, Aladdin is ona of tha best action games this year...buy it!

95% Aladdin offers animation and game play that is truly light years beyond any thing I have ever played. While the music isn't the greatest, the game is put together perfectly. Disnay, Virgin, and Sega daserve an award for radefining gama play and taking 16-bit cartridge gamas to a new level.

R VS. T - VIRGIN - 16 MEG - 1 PLAYER - SEE REVIEW PG. 47



88% For action and shooter fans alike, R vs.T is a shot-dodging carnage fest that has you constantly dishing out and receiving pain, just like the movies it is pattarned after. Tha Robocop and Terminator characters are drawn perfectly and the gama is 16 megs long with a capitol L. MA-13 is good for ma, bring 'em on!

84% The cansors be damned! Robocop vs. Terminator is one blasting, bloody good time. This is, by far, tha best of all the Robocop gamas. The graphics, animation and sound effects are top notch and the game is just a little on the difficult side, but not enough to frustrate you. Blood flows and heads pop, so keep mom away from the TV...this one's for the carnage lovers of America.

80% The programmers at Vvirgin are known to make solid gamas for the Genesis and Robocop vs. Terminator is no exception. I've been waiting for a game with a little gore in it for a long time and this one has that bloody appest, without coming across as cheap or cheesy. RvT's not going to win any game of the year awards, but I considar it a good action gama... Ain't nothin' wrong with that.

88% I am very impressed with Robocop vs. Terminator. I have never seen so much carnage in a game and, even if you aren't a gore freak, the game is awesome; level sftar level of great game play and graphics. With Robocop vs. Terminator, Virgin has produced one of the bettar Genesis titles of tha year.

SONIC SPINBALL - SEGA - 8 MEG - 1 PLAYER - SEE REVIEW PG. 48-49



70% There's not much Sonic about Sonic Spinball. This title was obviously programmed here because it is missing that Japanese edge that the action games have. The music is especially chunked. As a stand alone pinball game, howaver, SS is excellent. In fact, only the original Devil's Crush is better...so fans of this genre should be happy.

74% Sonic Spinball is a decant enough game but I can't help thinking that the programming time would have been better spent doing Sonic 3. Oh well...As it is, SS is a good pinball game with a lot of unique features courtesy of the blue hog's appearance in the game. Although the game is OK, I'm going back to Sonic CD.

68% Although I'm not a big fan of pinball games (except for Devil's Crash, which was awesome), I do expect great things from any gama with a blue hedgehog in it...Sonic Spinball is not great. The background coloring is a bit on the dark side and the sound and music is a little dull and full of static. Sega, if you're gonna make an average gama, please leave Sonic out of it.

70% The good news is that Sonic is back. The so-so news is that he's in a pinball game. The gama does add new twists to the genre and, if you love pinball, then you're going to enjoy this game. As for me, Dragon's Fury was better and, anyway, how many pinball games do you really need?

T.M.N.T. TOURNAMENT FIGHTERS - KONAMI - 16 MEG - 2 PLAYER - SEE REVIEW PG. 50



65% The preliminary screen shots looked good but the end result here is beyond sad. I don't understand, the box say's Konami but the game inside is devoid of line scrolls, color and animation and the voice is, well, imagine gargling with kitty litter. Good moves and control help but overall TF doesn't live up to the high standards that Konami set. 16 megs should be so, so much more.

64% Tournament Fighters is a step backward for Konami on the Genesis. The colorful graphics and clean sound from the SNES version are gone and have been replaced by character art and animation that is sub-standard and heavy static voice samples. With the heart of the game removed, all that is left is some fairly ordinary one-on-one fighting.

49% What happened? My worst nightmare has come true: KONAMI MADE A BAD GAME! Arggggg....say it ain't so. Painfully, I looked long and hard for good points but there weren't any. This game is about as palatable as yellow snow; no line scrolls, jerky control, decrepit sound FX, bad animation, dark graphics...I feel like I could cry.

70% The Genesis version of TF's is not very fun at all. While you do get 8 characters to pick from, the game play and sound FX's get very repetitive (not to mention the gnarly Strepped throat) and the graphics could have been way better. But perhaps what shocked me the most was that only two buttons are used. This is Konami?

BATTLETOADS/DOUBLE DRAGON - TRADEWEST - 8 MEG - 2 PLAYER - SEE REVIEW PG. 53



76% Here comes a two part review, because I love the Toads but those old, tired Double Dragon characters have got to go. Who's idea was it to drag there sorry butts back into a game?...retire with it! The game itself is good, with a healthy dose of new moves and rare's trademark line scrolls, there's also gobs of play mechanics and a funny alien shooter within. So, play as the toads and all is well!!!

68% Tradewest is not going to enjoy hearing this but the Double Dragon thing has become very old. There was a time when the original was the king of arcade fighters, but that was a few years ago and technology has changed drastically since then. It's not that the game was poorly designed, it's just that I've become bored with the idea and the theme.

69% What happened here? I liked the NES version and I REALLY liked the SNES version but I didn't enjoy the Genesis game as much as the others. "They're basically the same game, so what's your problem"; you say? Well, the SNES BT/DD is a souped-up 16-bit version of the NES game, while this one looks more like the 8-bit title.

70% Although I had fun with the Genesis BattleToads/Double Dragon, it just wasn't as impressive as the SNES version. This game feels closer to the 8-bit NES game. That game is great but this is the Genesis and more is expected, especially with games like Aladdin and Gunstar around. Rare is better on the SNES than on the Genesis.

SON OF CHUCK CD - VIRGIN - CD - 1 PLAYER - SEE REVIEW PG. 36-37



90% Cartridge or CD, Chuck 2 is a great game, however, where Core went to great lengths to max out the Genesis's capabilities they have barely nicked the surface of the CD. Only the intro and mid cosmetics are new here. There are no extra levels and no added3D, nevertheless if you own the CD I recommend this version over the cartridge.....the music is excellent and the ongoing animation is flawless.

88% Son of Chuck is a great CARTRIDGE game. It is definitely worth buying if you own the Sega CD and didn't buy the Genesis game but, if you did, don't bother with the CD. There is a great intro., cool music and a few more nice effects, but not enough to warrant purchase of both.

89% Chuck Rock II on cartridge was a great game because of the CD type effects on the Genesis. Well, the CD version is now back with all new music and a gnarly animated short film for an intro. The game itself is exactly like the cart. version with nothing that says; "the next level" on it. At least Core programmed a great game, which is more than I can say about a lot of Sega CD titles.

85% This new CD version has a very cool introduction and a great soundtrack that gives you a feeling you can't get in the cart. The control is the same but the new animation and a totally new soundtrack make Chuck 2 another great game not to be missed by Chuck fans or anyone else.

SONIC CD - SEGA - CD - 1 PLAYER - SEE REVIEW PG. 38-40



100% How does one describe the perfect action game? I think everyone needs to experience Sonic CD for themselves. All I can say is that if you're coming to the ending, it is pure gaming bliss. From the smooth opening to the 3D bonus rounds to the awesome music, this game screams 16-bit perfection. It is also one of the longest games of its kind...beat this one (for real) and you've arrived!

100% If Sega had released this game a year ago, nobody would be talking about 32 or 64-bit. Sonic CD is an outstanding game that really shows off the strengths of the Sega CD. If you don't own a CD and Batman Returns wasn't enough to convince you, this will...the odds-on favorite for game of the year!

100% Heaven on earth has arrived in the form of Sonic CD. To call this game a masterpiece is a gross understatement. So I think; "too good to be true" is more appropriate. Music? -the best. Play control? -perfect. Graphics? -awesome. Long levels? -of course. Competition? -get real. Sega has now rewritten all the rules. The best action game of all time? -believe it.

100% The perfect game for the Sega CD. Sonic CD takes the hedgehog to a totally new level never before experienced in gaming, until now. Sonic CD has everything. From music to game play that truly cannot be done on cartridge, Sonic CD hes put Sega ahead of the game once again.

DRAGON'S LAIR - READYSOFT - CD - 1 PLAYER - SEE REVIEW PG. 45



79% Fans of the coin-op should be happy with this complete version of Dragon's Lair. Besides the minimal access, this version is exact to the original. Hey, personally I'm not into LD games at all, but I found myself hooked on this one-longer than I excpected. This title is only restricted by the Sega CD hardware, ReadySoft did their part!

74% True fans of the arcade game will enjoy this game, but it's not my cup of tea. The problem ie, the Sega CD hes too many 'gamea' that are really nothing more than technology demos. With its react and twitch style of game play and video from the arcade game, Dragon's Lair falls in this category.

70% Although I did admire the arcade laser disc game, I didn't really get into it that much. Dragon's Lair CD is very much like the arcade and I have the same problem with it as I do the laser disc game; you can't control enough of the game. Arcade buffs should get their kicks for, though pixely, DLCD has every laval and doesn't suffer from extended loading time.

74% Although response and memorization games are not my bag, Dragon's Lair falls into a special category all its own. I have fond memories of this arcade game and the Sega CD version, with a little loss of color taken into account, is the first dead-on translation of the coin-op. Readysoft, long known for their home translation of laser disc arcade games, has done a super job with DL.

SUPER EMPIRE STRIKES BACK - JVC/LUCASARTS - 12 MEG - 1 PLAYER - SEE REVIEW PG. 75-77



78% As with the original, the music and graphics in Empire paint an excellent picture of the now legendary movie. Empire runs into trouble is in the play mechanics, it's just too repetitive. Running and shooting and running and shooting, and, to make matters worse, there are constantly reappearing sprites that really annoy. Not even Mode 7 can save this one (although this is cool Mode 7). It's good but not great.

84% The first game was good but I've grown a little tired of the play mechanics in this series. SE has good graphics and sound but I just didn't get the same feeling that I did from the original. Fans of the series, however, will find much to like in the second installment of the trilogy.

88% The sequel to Super Star Wars is here and it's twice as long as the first one. The levels in Super Empire are very long and extremely hard. The game is a little too similar to Super Star Ware for my taste but, other than that, the game le great. The soundtrack is outstanding, the bosses are huge and the Mode 7 is stunning.

80% Super Empire is a good sequel, but not a great one. I was looking for something different in the new game but, instead, got much more of the same. That's not to say I don't like the game, I do. For fans of the first title, SE offers a longer, tougher challenge than the original and it will keep you entertained.

THE SECRET OF MANA - SQUARE SOFT - 16 MEG - 1-3 PLAYER - SEE REVIEW PG. 78-80



90% Starving SNES RPG players, relief is here! Square combines action and role playing for the first time with great results. Up to 3 players can enjoy 30+ hours of quality story telling and trademark Squere RPG music. Once you get started on Mane, prepare to park it, take your time and have fun. Who knows when the next quality RPG will roll around.

86% The Secret of Mana is a good Action/RPG with great graphics and sound. The game play leans heavily on the Zelda theme and there really is nothing that can be considered revolutionary or new in the game, but it is well designed and an entertaining quest. I'm not much of an RPG player, but this one did hold my interest.

91% I love RPGs and action RPG's are even better...Square's Secret of Mana is one of the best. SOM has the sharpest, most colorful graphics of any RPG. The Mode 7 is nice and the game is very, very long but the multi-player option makes the game. In addition, you and your friends (2 to be exact) can finally play an RPG together.

96% Squere has produced an Action/RPG title that fans of the Zelda series are going to spend many late, late nights with, attempting to find the secrets of Mana. What really impresses me about this game is the length, 3 player simul. capability and trademark Square quality graphica and music.

RT OF FIGHTING - TAKARA - 16 MEG - 2 PLAYER - SEE REVIEW PG. 83-85



81% For those of us you who don't own a Neo-Geo, Takara has prepared a very good version of Art of Fighting, complete with the zooming effects that helped this title reach the top of the fighting game genre. Although not as dramatic as the original, the overall feeling is well preserved and the music is oh, so close. Not bad for 16 meg eh? I can't wait for the Sega version.

74% Takara's Art of Fighting is a solid attampt at recreating the Neo Geo arcade/home original but a little something was lost in the translation. The game features the exciting and large characters found in the arcade, but the speed and play mechanics are a little off. Fighting fans will enjoy it but, when compared to their translation of Fatal Fury, AF comes up a little short.

72% I've been waiting for the SNES version of Art of Fighting for a long time and I would have to say that I'm slightly disappointed. As we've come to expect from a SNES game, the music is great. The graphics are sharp and it even scales in and out smoothly, but some frames of animation seem to be missing and the feel of the arcade game is just not there...Close, but no cigar.

89% Takara has really performed miracles in translating this 100 meg+ game for the SNES and squeezing it into a 16 meg package. All of the moves and characters are here, not to mention the scaling backgrounds and most of the animation. Takara has produced another quality Neo Geo translation on 16-bit.

LAYFIGHTER - INTERPLAY - 16 MEG - 2 PLAYER - SEE REVIEW PG. 88-89



97% Ok, how did Interplay do this one? Well, all you have to do is where the fun really begins is the first time you here "oh mama" or any of the other completely weird sounds of Clayfighter, the best thing to happen to fighting games this year. Graphics this good and sound this clear I have never seen on the SNES, and fun? Oh ya, big time. You get the moves you want, great control and the coooolest characters imaginable, just excellent!

92% We've been playing CF for a long time and it has aged very well. This 16 meg fighter is one of the most original, unique twists on a theme that you'll play. Interplay has created a one-on-one fighting game that, in addition to keeping you interested with its great play mechanism, has a sense of humor and music and voice that you won't soon tire of...outstanding!

90% Interplay is turning out to be a very impressive company with good games like The Lost Vikings, Rock 'N' Roll Racing and, now, Clay Fighters. CF contains enough original ideas and concepts to attract gamers who don't usually like fighting games and the challenge, moves and combos for all the people who do...excellent!

90% This is one of the few games that will make ma put SF2 aside. Interplay has done an incredible job of combining great one-on-one fighting action with unique, funny characters, add to that excellent music, animation and voice and you definitely have one of the best titles of '93.

BATTLETOADS/DOUBLE DRAGON - TRADEWEST - 8 MEG - 2 PLAYER - SEE REVIEW PG. 93



79% Take exactly what I said about the Sega vereion and add more color, better detail, way better music and some neat special effects. These guys are way better at SNES than Genesis and it shows. The SNES is short on good games right now so this one should be a good Bada-bi and until they open the floodgates this Christmas.

74% I prefer the SNES version of this game to the Genesis title. The game play is the same but there are additional special effects, better graphics and sound and scaling bosses that the Genesis game does not have. I do have the same complaints, however; the biggest being the inclusion of the Double Dragon characters. In the immortal words of the Joker; "It's time to retire..."

80% It's been a while since there's been a good action/fighting game so BT/DD came around at just the right time. The game combines the easy playability and the basic layout of the 8-bit game with the colorful, high-res graphics and the rich, full sound and music that is possible only on 16-bit. Way to go Rare!

77% The Double Dragon and Battletoads characters are in one gnarly side scrolling action game that delivers excellent playability, graphics and sound; just like you have come to expect form the masters of toada games, Rare. Simply put, if you're a fan of the toada or the dragons, go buy it; you'll be in heaven.

T.M.N.T. TOURNAMENT FIGHTERS - KONAMI - 16 MEG - 2 PLAYER - SEE REVIEW PG. 90-92



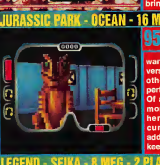
90% Tournament Fighters for the SNES is the only serious alternative to SF2 for the serious fighting game enthusiast. Not only because it is an excellent fighting game in every way, but because it is so similar in execution. This is trademark Konami quality, they've still got it on the SNES.

85% As opposed to the Genesis game, SNES Tournament Fighters does the TMNT justice. Great graphics and excellent sound spice-up the one-on-one fighting action and the turtles bring it home with solid animation and moves unique to each character's personality...one of the better fighters this year.

92% This is the next best thing to SF2. Leave it to Konami to make a game that feels like the King. This game is loaded to the hilt with fireballs, Dragon Punches, spinning kicks and other street fighter type moves. TMNT combines all this plus Neo-Geo quality graphics, great voices, arcade playability and an Art of Fighting type spirit meter...a winner!

96% If SF2 didn't exist, I honestly think that Tournament Fighters would be the best fighting game of all time. Being that it is only 16-meg and Konami's first fighting game for the SNES, this is truly brilliant. The graphics, sound and game play are perfect and the combos are easily executed. Fighting at it's finest by Konami.

RANMA 1/2 HARD BATTLE - DTMC - 12 MEG - 2 PLAYER - SEE REVIEW PG. 94-95



78% DTMC leaves well enough alone and brings out Ranma 1/2-3 in the original fighting bravo! . If you're looking for a quality fighter that breaks from the norm, well...here it is. The unique Japanese flavor, combined with unique characters and excellent control, make this a great alternative to SF2 burnout (if that's possible) Now, if they could just bring out the original.....

65% I'm not a big fan of this Japanese series. The play value is good and the mechanics are solid, but I just can't get into this game. Ranma 2 is occasionally funny and animated well but fighting with little girls and Panda bears is just not what I got into video games for.

80% One of the most popular fighting games in Japan has made its way to the SNES. I played the heck out of Ranma 2 when it came out for the Super Famicom last December and, thankfully, nothing was changed. The great animation and cool moves are all here, just as I remembered. I can't wait for another sequel.

75% It's about time somebody brought this to the American market. Ranma is a fair fighting game but it doesn't deliver like SF2 does. The game is good but it's slow and there are not enough moves. The lack of moves keeps this game from rising to the top in its genre.

JURASSIC PARK - OCEAN - 16 MEG - 1 PLAYER - SEE REVIEW PG. 96-99



95% Now this is a SNES game! You want action?...done! You want 3D adventure?...done! You want G-sound?...it's in there! Ocean's version of Jurassic Park leaves all the others in the dust with the surprise performance of the year for the SNES. Of all the games I sat down with this month, I spent the most time right here. Once your past the learning curve, this game becomes totally addicting. Great 3D! No save feature keeps this from the top of the scale.

89% Jurassic Park on the SNES is the game the Genesis version should have been. With game play that follows the plot of the movie and 3D action that captures all of the suspense of being in the corridors of the theme park buildings, I will be playing the one for months to come. Could use a battery or passwords, though.

92% I am amazed. Anyone who plays Jurassic Park for the SNES will wonder why so much noise was made over the Sega version. The first thing that hits you is the killer Dolby Surround. The action sequences are a nice balance between an overhead Zelda-type 3/4 view and a first person, scaling view and it's rounded-off by a high degree of challenge...WOW!

95% JP has incredible music, graphics and game play, and is one 3-D game that truly takes the SNES to its limits-without the use of a Super FX chip. One thing's for sure; Jurassic Park is one of the best movie translations I have ever seen and a great addition to the SNES Christmas lineup.

LEGEND - SEIKA - 8 MEG - 2 PLAYER - SEE REVIEW PG. 100-101

68% Legend brings me back to the days of old with its one dimensional play mechanics but keeps me right here in the 90's with its excellent graphics. I guess if you never got enough Rastan then you (and a friend if you like) may want to journey down this monotonous road. Hey, the music is good.

80% Looks great! Lees fillingl Legend le the type of game that, when you aee it in GameFan, convinces you that it is a work of art. Don't be deceived, however. Legend le really just a first generation Golden Ax clone with a ton of color. It's pretty to look at but quickly becomes tedious to play...worth renting, though.

65% Although the graphics and music in Legend are fantastic, the rest of the game leaves something to be desired. You would think that long levels are a plus, but they're so long that it becomes annoying. Legend does have great animation but what's the use when you see the same enemies over and over again. This game had great potential, but just didn't cut it.

70% While there are tons of colorful backgrounds and characters, this game just doesn't have what it takes. There aren't enough weapons, the music is great, but gets very repetitive and, at times, the characters on the screen repeat too much. It's not Golden Ax...not even close.


In this game
it's either
them or you.



SOLDIERS OF FORTUNE



You're a mercenary mowing down every diamond-spitting toad and back-flipping lizard freak in your path.



The gold you earn pumps up your character's speed, skill and weapon power.



Around every corner lurks another sleazeball with a bad attitude.



You'll need a partner to watch your butt. Recruit a friend or let the computer back you up.



Set up crossfires and ambushes, because teamwork is the only way to survive.



Do you have what it takes to face the Chaos Engine without being reduced to a charred pile of gristle?



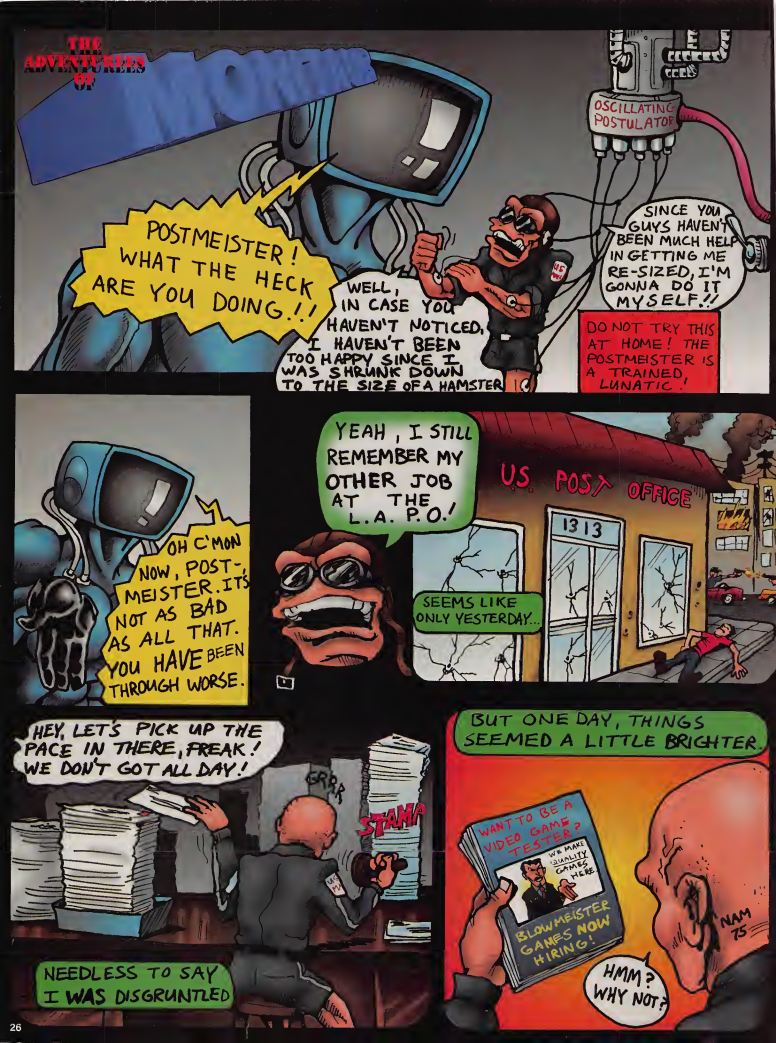


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THE ADVENTURES OF
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OSCILLATING POSTULATOR
SINCE YOU GUYS HAVEN'T BEEN MUCH HELP IN GETTING ME RE-SIZED, I'M GONNA DO IT MYSELF!!
DO NOT TRY THIS AT HOME! THE POSTMEISTER IS A TRAINED LUNATIC.
OH C'MON NOW, POST-MEISTER. IT'S NOT AS BAD AS ALL THAT. YOU HAVE BEEN THROUGH WORSE.
YEAH, I STILL REMEMBER MY OTHER JOB AT THE L.A. P.O.!
U.S. POST OFFICE
1313
SEEMS LIKE ONLY YESTERDAY...
HEY, LET'S PICK UP THE PACE IN THERE, FREAK! WE DON'T GOT ALL DAY!
ERRR
STAMP
NEEDLESS TO SAY I WAS DISGRUNTLED
BUT ONE DAY, THINGS SEEMED A LITTLE BRIGHTER.
WANT TO BE A VIDEO GAME TESTER?
WE MAKE QUALITY GAMES HERE
BLOWMEISTER GAMES NOW HIRING!
HMM? WHY NOT?
NAM '75


SO I GET HIRED TO TEST OUT THIS NEW EXPERIMENTAL "SENSORY" GAME CALLED "STINK FOX"!
...SO NOT ONLY WILL YOU BE ABLE TO SEE AND HEAR THE GAME, BUT FEEL AND SMELL IT AS WELL!
AW RIGHT!
OF COURSE I WAS EXCITED.
THIS IS SO COOL!
BMG PRESEN
BUT SOON THINGS STARTED TO GO BAD. VERY BAD!
MAN, THESE GRAPHICS KIND OF SUCK! AND WHY ARE MY EYES HURTING?!
CRAKLE HISSSS
I WAS GOING TO QUIT, BUT THE CONTROLLER LOCKED ONTO ME! I WAS FORCED TO KEEP PLAYING!
WHAT TH... OH NO!
WHIP
SNAP
KA-SNAP!
MY EYES! IT'S BURNING MY EYES!!
SIZZLE
OH MAN, IT'S MELTING MY SKIN! SNIF SNIF.
WHAT IS THAT SMELL?!


MY NOSE! IT'S SHRIVELING AWAY!!
MAN, IF YOU HADN'T SHOWN UP THAT DAY... I DON'T EVEN WANT TO THINK WHAT MIGHT HAVE HAPPENED.
MY GOD! I'VE GOT TO GET YOU OUT OF HERE!
KEESH!
HERE, THIS CAP SHOULD PROTECT YOUR SCALP AND THESE TINTED LENSES SHOULD HELP YOUR EYES.
THANKS!
YOU KNOW, MY ESTABLISHMENT HELPS PROTECT GAMERS LIKE YOU FROM THESE KINDS OF BAD GAMES. IN FACT WE COULD USE SOME ONE WITH POSTAL SKILLS SUCH AS YOURS TO HELP THE GAMERS SEARCHING FOR THE TRUTH, FIND IT!
AND MOST OF ALL YOU'D BE HELPING PUT AN END TO SCUM LIKE BLOW MEISTER GAME WHO ACTUALLY MAKE THESE HURTFUL THINGS.
IN THAT CASE...
..YOU CAN CALL ME, THE POSTMEISTER!
WELL, YOU CERTAINLY HAVE BEEN A GREAT ASSET TO THE TEAM!
NOW LET'S SEE IF YOUR LITTLE CONTRAPTION HERE, WORKS.
CLICK
ZIP
ZAP
SEE YA NEXT MONTH!
Wolfing '93

"FIGHTING GAME OF THE CENTURY"
SEGA VISIONS, AUGUST/SEPTEMBER '93

"SUPERIOR PLAY CONTROL AND GRAPHICS"
NINTENDO POWER, JULY '93

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"MORTAL KOMBAT... EARMARKED TO WHIP STREETFIGHTER II INTO THE PIT WHERE HAS-BEENS FESTER"
GB ACTION, AUGUST '93



JOHNNY CAGE'S SHADOW KICK!



GORO LIVES!



LIU KANG'S FIREBALL!



FINISH HIM!



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MIDWAY

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DHNN NEWS FROM AROUND THE WORLD

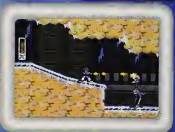
AN INTERVIEW WITH CAPCOM'S JOE MORICI











Recently, GameFan 3rd Party Liaison, Andrew Cockburn, traveled to Santa Clara, California to talk, what else?, games! with the undisputed champions of one-one-one fighting, Capcom. Andrew sat down with Joe Morici, Vice President of American Operations, to get his views on the gaming industry. The following is a transcription of that interview...

GF: How do you feel about 32-bit and 64-bit technology coming into play prior to the SNES and Genesis hitting their peaks?

JM: Nintendo's strategy of coming out in '95 seems to be the most sound. I haven't seen anything on Sega CD or 3DO that has fully implemented the technology. 16-bit is still the most viable. 1993 should be the peak year for 16-bit hardware sales, then it will drop off in '94 and '95. Software sales should peak in '94. I imagine that we will be supporting 16-bit hardware through 1996. I doubt anyone will support the Atari hardware. They've burned too many bridges and they don't have the retailer support or a proper distribution network. Look at the Lynx, it's a great product and they've done nothing with it. I don't know if there is enough consumer support for the 3DO. If the consumers do receive it well, we will support it but we're not going to be the first. To my knowledge, none of the major video game publishers have committed to Atari and very few have committed to 3DO. The software you will see, for the most part, will simply be ports of 16-bit titles. I don't think the consumer will be satisfied with the initial offerings. So, we will wait and see how the installed user base develops on both systems before committing.

GF: What's next for Capcom in the Street Fighter series (after Super)? Do you see any competition in the arcade for your series?

JM: We do have a project in the works. As far as competition goes, you must understand that we can sell 50,000 SF series arcade games nation wide. Games like Virtual Fighters are too expensive to stick in 7-11s and the mom and pop markets. They can not generate enough revenue to compete with our machines and the initial hardware cost is prohibitive.

GF: Sega is excelling in the 16-bit market. With Saturn ushering in 32-bit for them, do you see Sega as the new leader in the world of video games?

JM: I think Sega has done a very nice job. They can react a lot quicker than Nintendo can. Nintendo, however, is more stable; you can count on dealing with the same people day in and day out. From a business perspective, that is very important to us. Sega tends to have more of a "revolving door" and this can be, at times, frustrating to the third party developer. I also think that Nintendo is becoming more proactive then reactive. With their Silicon Graphics agreement, I think Nintendo is on the right track at the right time. My question is; what's Sega going to do with their CD system? There seems to be much to be resolved before we talk about the "next level" from Sega. As it is, we have 25 games in development for both 16-bit platforms.

GF: Speaking of SGI, what do you think of Nintendo's recent announcement and agreement to pursue the development of a 64-bit system based around The SGI workstation's R-4000 chip set? Is this announcement premature?

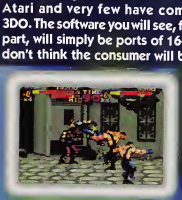
JM: I hope not. I hope they actually do come through with the hardware. That system will truly take gaming to the next level. Our designers and programmers have been working with SGI systems for the last few years. If they can get the system out as cheaply as they say they can, they will have the system to beat. I don't think SGI would step into something that they perceived as "vapor ware". They must see it as a viable plan. If the spec's are correct, I think that the '95 date is appropriate given the amount of time that will be required for software development.

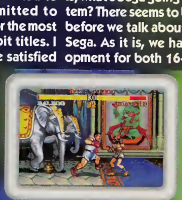
GF: Will the next Street Fighter be the one to go 32-bit?

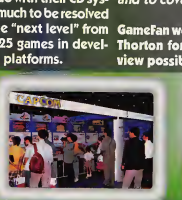
JM: Super makes use of our latest arcade hardware and we will probably do about half a dozen games before going to a new system. Obviously, the Street Fighter series is a natural to make it to the more advanced hardware.

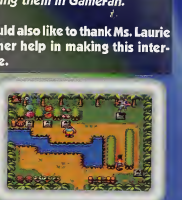
GF: Joe, thank you for your time and insight. as you know, we're big fans of Capcom and the quality software that you produce. We look forward to seeing your future games and to covering them in GameFan.

GameFan would also like to thank Ms. Laurie Thorton for her help in making this interview possible.











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Ryu must blow out Chun Li's new fireball move with his new mid-air hurricane kick.



Dhalsim executes his Yoga Teleport to avoid getting burned by M. Bison's psycho crusher.



In Las Vegas, tonight's fight is Blanka's new vertical ball versus Vega's claw.

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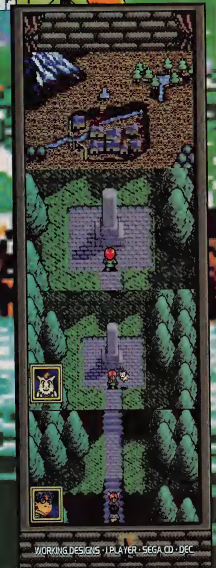
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LUNAR
THE SILVER STAR



NORTH OF THE VILLAGE OF BURG LIES A MEMORIAL TO A VALIANT WARRIOR.

AND IT'S HERE THAT A YOUNG BOY NAMED ALEX

VISITS THE MEMORIAL TO HIS FALLEN HERO EVERY DAY...

ALEX, DIDN'T YOU PROMISE LUNA THAT YOU'D PRACTICE SINGING WITH HER TODAY?

ALEX! GUESS WHAT I JUST HEARD?!

SOMEONE SAID THAT THE DRAGON IN THE CAVE HAS A HUGE DIAMOND!

YOU ALWAYS WANTED TO GO ON A QUEST! LET'S MAKE THIS OUR FIRST BIG ADVENTURE!

I'LL JUST STOP BY MY HOUSE FIRST TO GET A FEW SNACKS FOR THE TRIP...

ALRIGHT! AN ADVENTURE! ALEX, I CAN HARDLY WAIT! BUT I BET LUNA WILL BE UPSET!



Well all my fellow RPG fans, it has finally happened. Were getting an RPG! Not only that, but were getting the best one! Lunar the Silver Star. We owe a big thanks to Working Designs for not only doing it, but doing it right! Get ready for the role-playing adventure of a lifetime on the Sega-CD. Since this is only a preview, I don't want to give to much away, so take a look at these pages for some opening story and early fighting scenes, think of it as an interactive lay-out. I played through the import version of Lunar and I cannot express to you how much better it is in English, especially with the new touches that Working Designs has added. The acting for instance is brilliant! Sega Cd owners, get ready for the RPG of the year, Lunar the Silver Star. See you next month with lots more. P.S. Wait til' you see the packaging..

-E. Storm



HEY!?! ALEX, THIS IS LUNA'S BOUQUET.....BUT WHERE'S LUNA???

YOU'VE BEEN SO QUIET... TALK TO ME, ALEX. WHAT'S THE MATTER?

LUNA, ALEX WANTS TO GO TO THE DRAGON CAVE WITH RAMUS!

THE DRAGON CAVE! PLEASE DON'T GO THERE, ALEX! IT'S JUST TOO DANGEROUS!

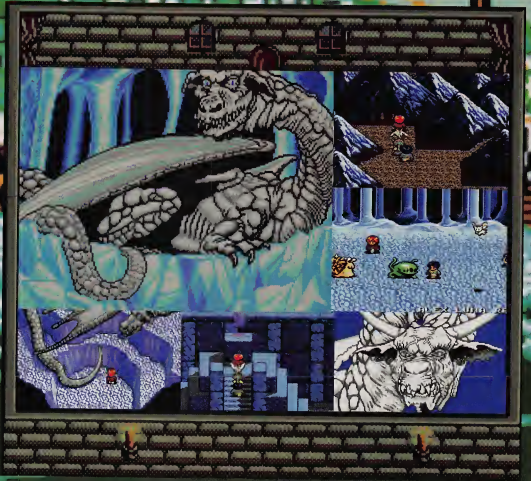
WELL, I'VE NEVER BEEN ABLE TO STOP YOU FROM DOING WHAT YOU WANTED TO DO BEFORE.

SO I GUESS ALL I CAN DO IS GO ALONG AND MAKE SURE YOU STAY OUT OF TROUBLE!

YOU KNOW ALEX...

THERE'S THAT OLD CHEST IN THE BASEMENT. MAYBE THERE'S SOMETHING WE CAN USE IN IT!





AHHH... YOUNG DRAGONBOY, THE TIME HAS COME, HASN'T IT? YOU HAVE THE GREEN EYES.

WHEN LAST I GAZED UPON EYES LIKE THESE,

IT WAS THE SHINING FACE OF DYNE I BEHELD.

HERE...TAKE THIS RING.

IF THE DESIRE TO BE A DRAGONMASTER BURNS IN YOUR SOUL,

THEN CROSS OVER TO THE MAINLAND AND SEEK OUT YOUR DESTINY.

RETURN TO ME WITH THIS RING ONCE YOU'VE ATTAINED THE PRIZE OF MANHOOD.

YOU DON'T HAVE TO HURRY, AWAY DEAR CHILDREN...

OH, YOU'RE ALL GOING TO MERIBIA TOO? THAT'S VERY INTERESTING...SAY...

NASH JOINED THE QUEST!

The town of Saith...

All Map of Honmeru

I DON'T BELIE ME OWN EYES! IT'S DA SEA-GHOST! LOOKS MOSTLY...

ALEX, I MUST SAY GOODBYE FOR NOW...

THIS IS WHERE YOUR TRUE ADVENTURE WILL BEGIN.

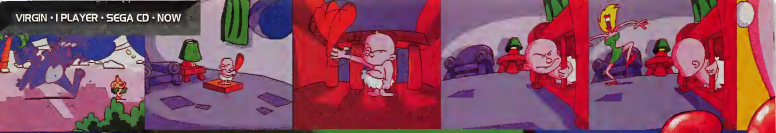
I'VE MADE UP MY MIND TO STAY HERE ON THE ISLAND AND RETURN TO BURG...

AND I DON'T WANT TO HOLD YOU BACK...

I'M SORRY NALL, BUT I SAW THE PAIN IN ALEX'S FATHER AND MOTHER'S EYES WHEN WE

LEFT. I'LL GO BACK AND KEEP THEM HAPPY UNTIL YOU RETURN!

To be continued...















If you've purchased the CD ROM attachment for your Genesis you already know that good strong titles are few and far between. Actually the best games are still coming out on cartridge. Few companies have mastered the CD and even fewer have released titles that make use of its advanced functions. Chuck 2, Son of Chuck falls into the growing category of cartridge to CD ports. You simply take a cartridge game, drop in some music and intro and ending animation and presto, you've got a Sega CD title! There are two ways to look at this process. Number one , if the two versions come out simultaneously and you have a CD, you get a better version at an equal or lower price. But on the other hand would it be so terrible to play the cartridge version with 250 smackers still in your pocket? That is the question. Of course games like Silpheed and Sonic CD don't hurt in this decision making process. So, why am I not talking about Chuck 2 yet? Well, because I already did, back in Issue#9, extensively. There's no doubt about it, this is a fantastic game, loaded with creative play mechanics and special effects, but the only things here that are new are some minor cosmetics, the intro story and the music. So I guess I'll just review those features then wrap this one up. The all new cartoon opening is a gas, with chuck finding his niche in life as a car manufacturer, in fact he is so good that he is kidnapped by a rival car maker which is where little Chuck enters into the picture. Ophelia gets a ransom note (in the form of a stone slate that nails her





















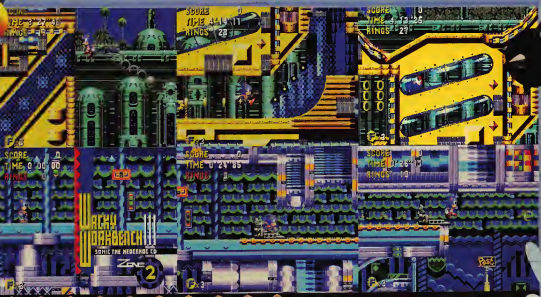
right in the melon) and totally freaks out. Little Chuck although still crib bound decides to take matters into his own hands and sets out on his own to save Dad. The cartoon is full screen, animated nicely and accompanied by music, but no voice of any kind is present, not even a grunt. So I'll give it an 8.5. The game itself benefits greatly from the excellent CD soundtrack that whistles, chirps and hums along ever so happily with this exceptional adventure. So I'll give the tunes a big 9. Finally we get to the subtle differences in the graphics. In the Dippy the Dinosaur level the big bird you stand on to keep you dry now mildly scales and rotates (no biggy though, the whole level rotates) and in the Lava Pits level the boulders little Chuck rolls on now rotate smoothly. That's it as far as new graphics go. So, is Chuck 2 CD a worthwhile purchase? The answer is a big yes! But at the same time does Sega need to release a massive quantity of original CD titles that really show off the hardware to stay viable in the market place with new competition from the 3DO? You bet! As far as this reviewer is concerned the market is wide open. Somebody's about to knock my socks off, and there I will stay. Best bring on the Saturn Sega, the next generation of gaming is approaching fast!

-E. Storm



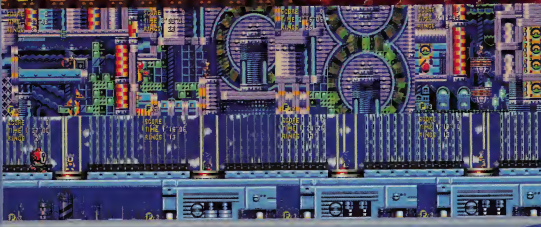
Sonic hit with a bang back in 1990 when we were all starving for an original action game character from SOA. Everyone played it, everyone loved it and a new superstar was born. Then along came Sonic 2, which was a great game but, did not have nearly as much impact on us as the first installment. So what is a producer to do? I'll tell you what, give us a sequel on CD from the programmers of the original and, don't forget to add some gnarly special effects and make sure it's got CD written all over it. Well, that's exactly what Sega has done. Sonic CD is exactly what I wanted it to be, long, fun and most importantly next generation, as the Sega CD hardware comes in to play here big time with awesome 3D bonus rounds and, length you could only find in a CD title. If you're a Sonic connoisseur as I am you will surely finish this amazing quest in about three to four fun filled hours, but alas, you are far from finished with

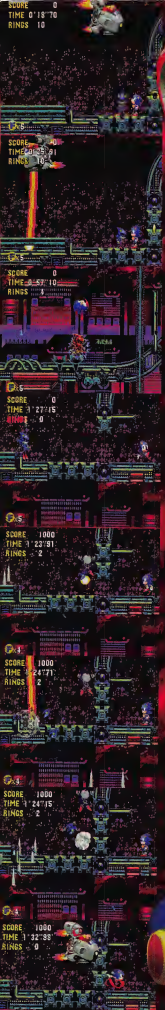
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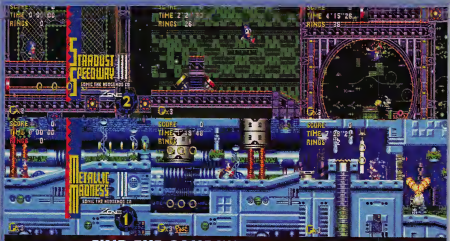




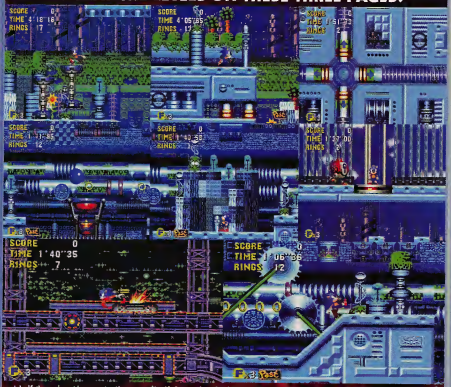
Sonic CD as you will find out after viewing the entire ending. There is an entirely new game packed within! But there is only one way to get there.....this is what you have to do. In the two first rounds of each zone you must locate and destroy Robotnic's mechanical pod (thus turning the future to good) then after fighting Robotnic in the present you must destroy the required number of pods in the 3D bonus round and collect the Chaos Emerald. Repeat this in each of the seven zones and it's on to a whole new game, equal in length but harder than the first, with even better graphics! So you get twice the Sonic







FIND THE GAME WITHIN THE GAME TO PLAY THE LEVELS ON THESE THREE PAGES!



at half the price. Now on to the game itself. Remember Sonic one, loaded with personality, unique levels and intricate play mechanics? Well it's back, just bigger, badder and better than ever (sorry to steal your slogan SNK but I don't think you'll be needing it much longer) complete with music that makes you want to stay in each level for as long as possible, and sound effects that will have you looking over your shoulder for Dr. Robotnic. Action game of the year? Well, for the CD it most definitely is, but overall there is some competition with Gunstar Heroes and Aladdin. So who will reign supreme? I guess that would be you and I since we're the lucky ones who get to choose. - *E. Storm*





Stimpy's Invention

Last month we reviewed Veediots , THQ's Ren & Stimpy game for the SNES and were surprisingly pleased, although some fine tuning would have made it a much happier experience. At that time I had no idea that Sega had a ready version of their own all new Ren & Stimpy adventure ready to go...oh joy! but here it is, Stimpy's Invention, a game so fun it just could replace Log as the number one form of home entertainment. If you don't watch Ren & Stimpy you now probably think that I am a total retard who plays with wood, but read on anyway, I'm gonna tell you about a really neat game. Not since... ...well never have I experienced characters with this level of interaction. In this cartoon action extravaganza, whether you play in one or two player mode, both Ren & Stimpy are on the screen, one using the other as a weapon or means of transportation.....really, check this out. You can choose between Ren or Stimpy as your main character at any time by simply pausing and choosing either with your D button. If you choose Ren, press up and A to slap Stimpy and here the familiar " you stupid eediot!", down and A to use him as a jack hammer, A alone to use him as a catapult, up and B to remove and throw his nose, down and B to bowl him at enemies, B alone to squeeze a projectile furball out of him (wurp!), C and up to squeeze a fart out of him for a high jump, or C alone for a regular jump. If you prefer Stimpy as your leader, press up and A to squeeze a burp out of Ren, down and A to grab him by the legs and use him as a hammer, A alone to use him as a spring for a long jump, B and down has Stimpy using a croquet stick to knock Ren at the enemy, B and up to toss him upwards, B alone hurls him forward, C and up has Stimpy winding up Ren's head for a nice flight and C alone is a regular jump. If your second



Sega
1 or 2 Players
Action
Avail. Nov.







Watch out for Eye Scream and Chicken Pot Pie in the freezer!



Try this sequence to successfully negotiate the hippo cage.

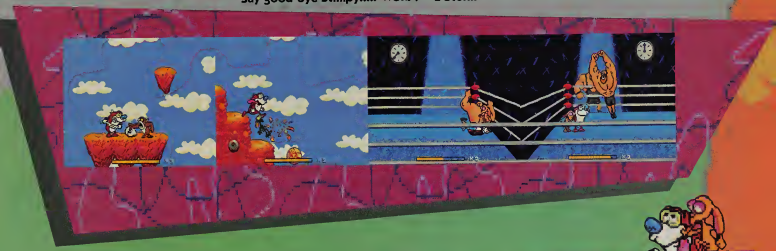


character is off the screen or on a lower platform you even get more moves, like snapping towels or a fly swatter, and if you hold down A both characters will run. That's nine moves per character and eighteen total at your disposal at all times, a record in the action category! What is even better is the fact that the game is designed in such a manner that almost all of these functions serve an important purpose in the game. Stimpy's latest invention is the Mutate-O Matic which transforms ordinary household garbage into delicious food, but during a test to show Ren how it works the machine overloads and explodes! Now you must collect all the pieces and turn the machine off....so, get on with it man! Stimpy's invention has seven levels, each divided into at least three parts. Stellar moments include a jaunt through a freezer fending off Eye- Scream and Chicken Pot Pies, a trip to the zoo complete with waterlogged Hippo's and crazy Gorilla's, fart flying through rose bushes, a perilous high rise, a tandem bike ride through traffic and a spooky level with a Log filled sky! These and many more equally fun-filled levels, will keep Ren & Stimpy fans, or anyone for that matter, thoroughly engulfed in





this
splendid game.
The graphics in this one rank among the best in the field with perfect artwork that rivals the cartoon itself and an attention to detail seldom seen on cartridge. The game is also loaded with multi-scrolling backgrounds.....happy? Wait, there's even more!
The control is perfect, the music fits like a glove, Ren & Stimpy even have balancing animation and realistic voices and, if you fall off the screen, Powdered Toast Man will come and save you! I guess you can tell I like this game. In closing, may I suggest that you play on either normal or hard? This will force you to study each move and the game layout more carefully and this is one game that deserves it. See you later man!
Say good-bye Stimpy....."WURP!" E Storm







The long wait is finally over...The Sega Genesis version of Aladdin is here! This game has received more media coverage than Michael and Madonna combined and the question on everybody's mind is; "does the game live up to the hype?" The answer is an unqualified "Yes." Aladdin is loaded with features that make it one of the most playable video games of all time. From the Agrabah Market to the Sultan's Palace, Aladdin offers play mechanics that bring you into the game and offer you the chance to BE Aladdin and enough hidden features to keep you going back to the game long after you've conquered the evil Jafar. The secret to succeeding in Aladdin is in building up your lives over the first four levels so that, when you reach the Cave of Wonders, you can, hopefully, make it through the cave without using your continues. This will give you a much better chance of getting through the lamp and palace levels and then of beating Jafar. Experienced gamers will find the first four levels to be fairly easy (on the normal difficulty setting) but don't be fooled. Aladdin is designed so that you are not frustrated early on and then, when you've made decent progress through the game, it brings out the heavy game play and tests all of your gaming skills. Aladdin is one movie game that has remained faithful to the movie while expanding the theme to create an interactive play environment without equal. Genesis owners; proceed directly to your retailer and buy this game! While others are just beginning to talk about "Virtual Reality" and the new "Interactive Hollywood", Disney, Sega and Virgin have just put it on the shelves. - Talko



DRAGON'S LAIR





READYSOFT·1 PLAYER·SEGA CD·NOV



Since its arcade debut back in the early 80's, Dragon's Lair has been on the wish lists of gamers everywhere and, until the arrival of CD gaming, home systems have stayed dry of a faithful translation. For those of you too young to remember, Dragon's Lair pioneered the short lived era of laser disc based arcade games, which ended due to the high cost of producing them and the constant maintenance required on the laser disc players. Enter the Sega CD, bringing the memory and full motion video capabilities needed to port this game straight over. Yes, this version is identical to the coin-op, the only difference being the quality of the picture, which comes across as a little grainy. If you're not familiar with the game, Dragon's Lair puts you in limited control of Dirk the Daring, a good-hearted but somewhat clumsy knight who's on a quest to rescue Princess Daphne from the clutches of an evil dragon. The game is all animation, and perfect timing and memorization are required to navigate through this mini-movie. So, if you have fond memories of the arcade version or if you're in the market for something different, give Dragons Lair a spin on your Sega CD.





The Many Faces of Dirk's



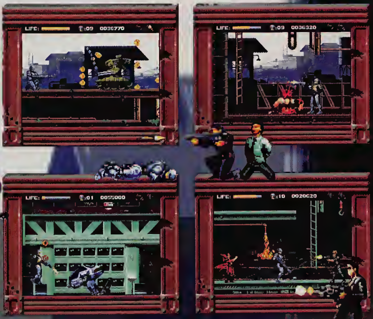




Yet another Disney cartoon translation is fast approaching, Sunsoft's Roar of the Beast. Although this title may be geared towards a younger audience it has the graphics to far. You assume the role of the Beast (da) in a side scrolling quest to regain your humanity, just like the movie. The play mechanics here are quite simple but the control is excellent so younger or less experienced game players should have no problem negotiating the levels. Attacking is done mainly by growling to freeze your enemy and then swiping with your claws, there is also an effective jumping attack. Music and sound effects are a bit subtle but again the younger set will feel right at home. So if your a fan of the movie or are looking for a fun but mild game give the Beast a look, he's not such a bad guy. - *Takahara*



RoboCop Versus The Terminator

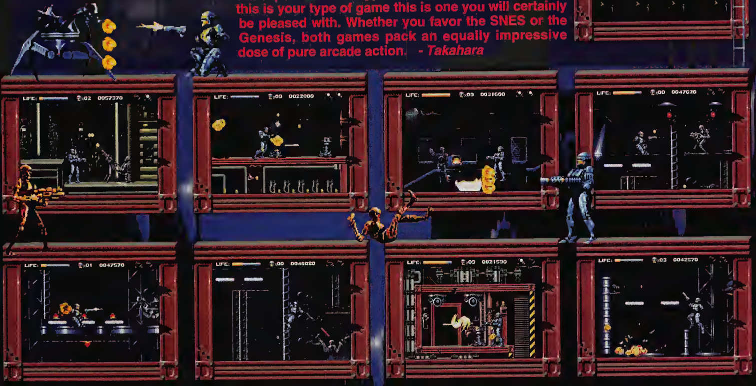




Once upon a time, there was a cop named Murphy who got himself shot full of so many holes that only his brain survived. Luckily however, OCP had the technology to keep him alive as a crime fighting cybernetic organism.....happy happy joy joy. Since then old Murphy has clanked through two movies and three video games, and now in the fourth of his series of adventures, he has finally been properly portrayed in a battle against characters from an equally exploited movie, the Terminator. What I wouldn't give for a month of Peter Wellers royalty checks.....

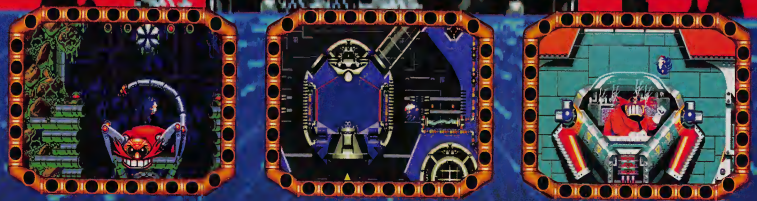
RVT takes the arcade style side scrolling action adventure to new heights with a measurable amount of much appreciated carnage along with excellent visuals, good control, creative design and excellent music; qualities that are quite hard to incorporate into this type of game. Lets face it, this genre of game has been blown by nearly everyone in the business, so when someone gets it right you best go out and get yourself one. What makes RVT such a good game is due greatly to the layout of the levels and placement and intelligence of the enemies. Somehow, the designers have made it possible to dodge just about everything the enemy can throw at you while still maintaining a huge lead character in levels that are packed with playability, hidden secrets and vertical as well as horizontal elements. Add to that a great soundtrack (for a Cartridge) perfectly drawn sprites and a bit of flying goo and you've got yourself a pretty healthy dose of Robocop/Terminator type action. So in conclusion, if this is your type of game this is one you will certainly be pleased with. Whether you favor the SNES or the Genesis, both games pack an equally impressive dose of pure arcade action. - *Takahara*





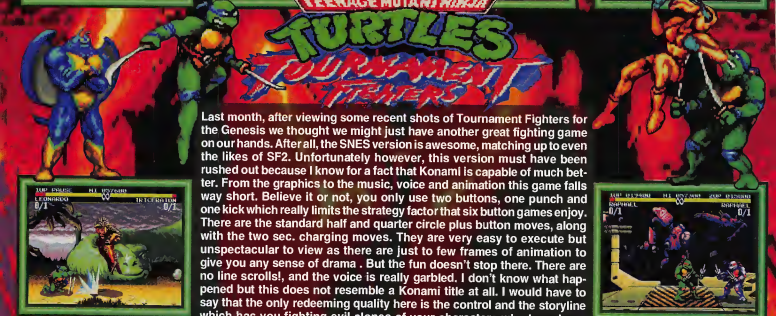


Sega's newest release in the ongoing Sonic series, Sonic Spinball, is all-out fun and an extremely addictive game. It's not that Sonic is well represented here (he's not). It's that this is just a good pinball game. Sonic in a pinball game you ask? Believe me, he's a nice addition. First of all, this game is not just for pinball players. The programmers over at Sega Tech. made sure there's something for everyone. SS combines a little bit of action platform to break the usual monotony associated with pinball games. So, this isn't just a mindless sling the ball (or Sonic in this case) around the board and rack up points type of game. There are play mechanics involved here. In each level, you must locate and snatch the Chaos Emeralds, which are carefully placed in some seriously hard to reach areas throughout each board. Once acquired, you can move on to battle with Robotnik. There are four levels in total- plus three bonus rounds where Sonic gets his own chance at the flippers, in a cool 3D perspective. Don't be fooled though, this game is not short. There's plenty of good clean frustration ahead. Needless to say, I found Sonic Spinball to be a unique twist on the Sonic theme and definitely the most fun to be had playing video pinball.




GRAND SLAM





Last month, after viewing some recent shots of Tournament Fighters for the Genesis we thought we might just have another great fighting game on our hands. After all, the SNES version is awesome, matching up to even the likes of SF2. Unfortunately however, this version must have been rushed out because I know for a fact that Konami is capable of much better. From the graphics to the music, voice and animation this game falls way short. Believe it or not, you only use two buttons, one punch and one kick which really limits the strategy factor that six button games enjoy. There are the standard half and quarter circle plus button moves, along with the two sec. charging moves. They are very easy to execute but unspectacular to view as there are just to few frames of animation to give you any sense of drama . But the fun doesn't stop there. There are no line scrolls!, and the voice is really garbled. I don't know what happened but this does not resemble a Konami title at all. I would have to say that the only redeeming quality here is the control and the storyline which has you fighting evil clones of your characters who have been created by Krang. He has kidnapped Splinter and its up to the Turtles along with Ray, Casey, April and Sisyphus to travel to dimension X and save his furry butt. In the end my synopsis of TMNT TF would have to be that if it came out from a lesser company most people would probably be pleased with it . But coming from Konami it just isn't enough. That's the problem with being the best, once you set the standard people will always expect you to be the best, and in this industry that's not always that easy. Still, I have high hopes for Castlevania Bloodlines and Konami's future Sega titles.















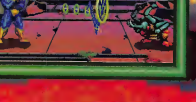














SONY · 1 PLAYER · 8 MEG · DEC.









TEN REASONS WHY EVERYONE WILL LIKE PUGGSY

1. It has a 256 color on screen intro.
2. It has great music, over 38 tunes in all.
3. It has phenomenal graphics.
4. It has mind-boggling scaling and rotation.
5. It has huge bosses and tons of enemies.
6. There are so many levels that we still don't how many there are.
7. The level of interaction with your environment is unparalleled.
8. It has brilliant play mechanics.
9. It's totally addicting.
10. You can save your progress. Rest, have a delicious snack, and come back later.

Puggsy isn't an action game, it's not a puzzle game and it's not a role-playing game, but it is sort of all of the above. It's an action-adventure-quest-puzzle-role-playing game! Experience Puggsy's world for yourself this holiday season.....Hey guys!, I just wrote a freakin' commercial, can I put it in the mag?
Mr. Goo









TENGEN
PINBALL
2 PLAYER
8 MEG
AVAIL NOV.

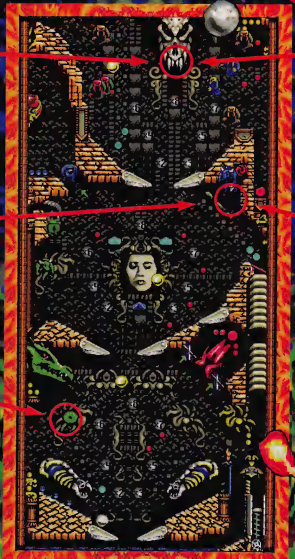
DRAGON'S REVENGE



















Tengen is rolling the silver ball one more time in their sequel to Dragon's Fury (arguably the best pinball game of all time), Dragon's Revenge. This 8 meg game is a fitting addition to the video pinball genre. With multi-directional scrolling play fields, great ball physics, scantily-clad Amazon women and enough bonus rounds and bosses to keep even the most jaded, arrested adolescent pinball enthusiast playing for hours, Dragon's Revenge is one of Tengen's be titles this year. The play field graphics are excellent with dark, foreboding colors reminiscent of the origin and a demonic theme that was also central to the success of the first game. Sultry female voices tempt you to play further by offering you words of encouragement and "oohing" in all the right places. The coolest part of the game is when you first begin and knock the black and white Amazon female pic- ture around the screen. Do any of you remember the Haunted Mansion in Disneyland...the part where the hologram of the women's head in a crystal ball speaks to you? This Amazon head is just like that and it animates and talks while you kick it around the screen! The game is quality through and through. A password save feature is also included to get you through all of the bonus levels and Tengen guarantees a good time for all. - *Talko*



Riding high on the success of their Battletoads and Double Dragon titles, Tradewest has decided to put two and two together and release the "ultimate team in the ultimate game". Battletoads/Double Dragon is an all out side scrolling slug-fest with a few new twists included. You can choose from five different characters; the Toads: Bash, Pimple, or Zitz, or the Dragons: Billy or Jimmy. Each has their individual trademark moves, like the surefire boot in your face for any of the toads or the ever popular Typhoon Kick for Billy or Jimmy and the programmers at Rare didn't stop there, they've added all sorts of new moves and items for your combat pleasure. My personal favorite is the No Way Back Thwack. Balance the enemy on the end of a defeated walker's leg, toss him up and send him flying. There is no discrimination here, the whip wielding ladies from DD here returned this time you can dish out some heavy Tonfa Dragon carnage (you'll see what I mean).

There are seven levels in all and each level features creative new play mechanics. Some of the new added features involve climbing fences and hanging over the edge of the platforms while doing battle. Of course, like the other arcade hits, but this time you get to fight while flying down corridors at high speeds and there's even a shooter level which is a throwback from the Asteroid days. The graphics on this version are excellent but nothing groundbreaking, although the line scrolls on some of the levels are mighty cool. In spite of this type of game being done time and time again, Battletoads/Double Dragon is a welcome addition and there are enough new twists to make this a worthy purchase.

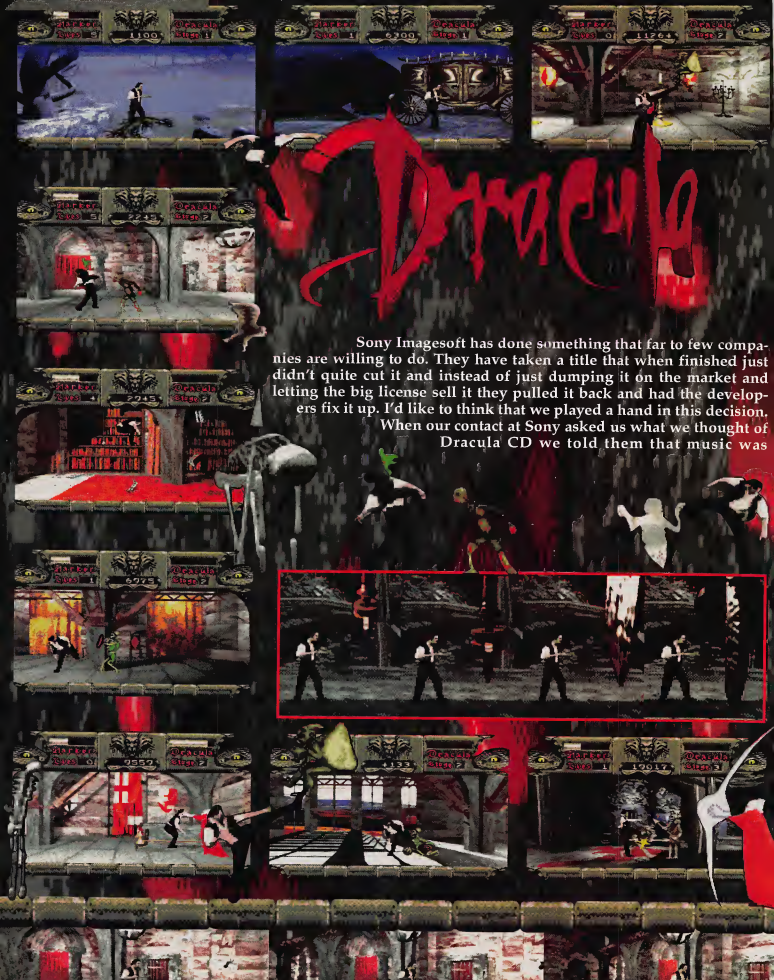
750



Let me start by first asking a question. Could you or anyone you know get into a game that features Ronald McDonald as the main character? If you're like me and most of the Gamefan staff, your first reaction probably would be, "No". Not only does he represent flat, sad little hamburgers but he's a grown man who dresses like a clown and hangs out with the four food groups. But wait! What if I told you it was programmed for Sega by Treasure, the incredible new developer responsible for Gunstar Heroes and formerly with Konami? Ahhh, now I have your attention. Believe me, this is



an exceptional game. In fact, it's so good that within minutes you'll forget all about Ronald because you'll be having fun, playing a great and original action/platform that is full of great play mechanics, colorful, detailed graphics and beyond 16bit special effects. Treasure Land has been picked up by SOA and should be in stores in time for Christmas. Look for a full review next month. E. Storm



Sony Imagesoft has done something that far to few companies are willing to do. They have taken a title that when finished just didn't quite cut it and instead of just dumping it on the market and letting the big license sell it they pulled it back and had the developers fix it up. I'd like to think that we played a hand in this decision. When our contact at Sony asked us what we thought of Dracula CD we told them that music was





desperately needed (there was none) and some of the enemies (especially the birds) were just to annoying. Well they have fixed all of that, but they didn't stop there. Keanu now has it worse than ever as he is confronted by hurling zombies, blood thirsty (and fast) little rats, squirly bats, tarantulas, leaping snakes and other gross monstrosities that would only hang out at Drac's house. At first you might think that there is no way to make it through, but once you get the moves down and study the enemies patterns you will find yourself getting further each time you play, and it's worth it. Some of these SGI graphics are truly awesome. Don't forget to push up in front of certain doors, you might be in for a little turn! The full motion in Drac is some pretty chunky stuff, but who cares. I saw the movie, I want to play the game! *- E. Storm*





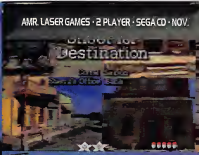







AMR. LASER GAMES · 2 PLAYER · SEGA CD · NOV.

Mad Dog McCree



















Well, laser disc arcade games are arriving en masse for the Sega CD. Is this good news or bad news? You be the judge. It has become obvious through the first few releases that full screen video just ain't happenin' on Sega's disc spinner. Mad Dog McCree is the latest example of this. The graphics are so chunky...it's made Skippy jealous and the colors are all done in shades of tobaccee. From the first time you place the CD on the tray, load the game and see the beautiful one color (brown) "glass" bottles in the target practice round, you become aware of the CD's limitations with regard to motion video (at least for the time being). The actual game play isn't bad. The Menacer may seem a little high-tech for a western shoot-out, but it works well and there is some memorization and strategy involved in the game, as well as the need for good shooting skills. The lack of color and grainy graphics make it difficult to see some of the bad guys at times but this is the only real negative as far as the game play is concerned. This is one game where the game play saves the graphics (just the opposite of the norm.). When all is said and done, the Menacer doesn't have a whole heck of a lot of games available for it (nor does the CD for that matter) and Mad Dog is definitely better than Lethal Enforcers, so the question of whether or not to buy this game is kind of a toss-up. If you enjoyed the game play in the arcade version and can get past the graphic limitations, then you're in for a good time, pilgrim. If not, well...it's Boot Hill for Mad Dog. - *Talko*



















MEGAMAGIK / 1 PLAYER / 8 MEG / AVAILABLE NOW

PINK PANTHER GOES TO HOLLYWOOD







As a kid, I was a big fan of the Pink Panther series of cartoons. As an ode to the silent era, PP never uttered a word (well, he did once) and the creativity of the humor was based on sight gags and the response of the other odd ball characters to the pinkster. Tecmagik is now bringing Pink Panther to the Genesis with Pink Goes to Hollywood in which you are Pink going through a series of Hollywood movie sets. The levels are named after some of Hollywood's most famous movies, including; "Honey, I Shrunk the Pink", Cat on a Hot Pink Roof" and "Pinkinstein". The designers of this game seem to have zeroed in on the characteristics that made the Pink Panther great. The character graphics are good and the music is well done, capturing the spirit of Henry Mancini's original theme. The idea behind Pink Goes to Hollywood is great and it seems to have the makings of an excellent game. If the game play and control are as strong as the theme and idea of this game, Pink Goes to Hollywood could be a solid cartoon/action adventure. - *Talko*





SOCKET



Stand in this corner to avoid the falling spikes. Once they've fallen, jump up and kick the boss.





This one's a little tricky. Be careful of the moving spiked floor. As soon as he lowers the chest, jump onto and whack him a couple of times.





Piece of cake ... use the water to dowse the flames. Once extinguished, pummel him into submission.





First avoid the flying chicken bones, then get in one hit and drop below the teeth so you don't get munched.





This boss takes some practice. Stand on the far left cannon facing right, kick the cannon ball, then kick the boss.





Be patient. Stand on this platform, just out of Frank's reach. Once he explodes, duck here, then pop out and kick the sphere.











The Time Dominator's final morph may seem hard at first, but with this simple pattern, you'll be watching the ending in no time. Just kick the first guy, then jump over him while he's flashing. Then when the big guy arrives, duck here and dodge the electric bolts, once they stop, work him. As soon as he begins to die, quickly drop (don't jump) to the bottom right and wait for the flying goo ball. Just stand here and kick him 5 times.

Here they are! It's all the nasty Time Dominator bosses from Socket. Although some of them are pretty easy to kill, you will undoubtedly end up in front of one of them with little or no energy. So here's some patterns to help you get by with a minimum of energy loss (Socket runs on electricity). If you haven't gone out and got Socket yet then DON'T LOOK!! you cheater. Go to the next page.



STELLAR-FIRE



DYNAMIX · 1 PLAYER · SEGA CD · NOV.

Stellar Fire, (totally unique to Stellar Seven) for the Sega CD is finally ready. In Stellar Fire you patrol the six moons of the planet Arctura. The game is set-up in a fast first person perspective where you must collect a series of crystals before greeting the level guardian (usually a large series of pissed off polygons) as you encounter hordes of fast moving ground and air enemies. Most of the bosses have great animation and an almost scary intelligence, especially if you get to close. The animated polygon objects get increasingly better as you advance to the higher moons where even stationary polygons blow fire and the moons background graphics always change but the mountains never get closer (the only real flaw). The music and introduction in Stellar Fire are phenom, in fact the intro. compares favorably to similar demo's we've seen on the Marty. Stellar Fire is a unique shooter that although mild at first becomes increasingly addicting. Although there is nothing ground breaking here Stellar Fire offers some unique play mechanics to starving SCD owners and offers a nice ride to shooting and driving fans alike.

- E. Storm



MEGA PREVIEWS







There has been a slight delay in our coverage of Eternal Champions due to the fact that the game has grown to a throbbing 24 meg and SOA wanted it perfect before we got our hands on it. The reason that this game may have such a wide appeal is because it is such a departure from SF2 rather than just another clone. Game Fan will feature a four page move guide on Eternal Champions next month.











Don't these 3D snow boarding scenes from Sony's Cliffhanger look familiar? Of course they do! It's the Batman engine from the driving portions of Batman Returns by Mark O'Brian. Although the side scrolling action (although early) leaves much to be desired, these 3D levels play as good as they look. Let's hope Sony puts together a good overall package. We'll review Cliffhanger CD next month.

















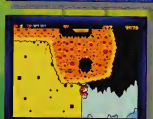








Another great new character is on his way to your *Genesis*. Data East's High Seas Havoc (starring Havoc) joins the likes of Sonic, Socket, the Gunstar Heroes, Bubsy, Sparkster and Aero. Will Havoc live up to the challenge and join the action platform elite? Find out next month.











Electronic Arts is about to release the third installment in the James Pond series. For the first time Pond is a fish out of water starring in an action platform game. Look for it next month!

Who's Faster Than A Roadrunner, Got More Attitude Than A T-Rex, And Has More Juice Than The Electric Company?











SOCKET

Well, who do you think? Of course, it's Socket, a heck of a duck. He's got the speed and he's got the attitude. When this duck comes unplugged, he's charged up for some very electric action, including a momentous duel with his revolting arch-rival, Time Dominator. Plug into Socket for a little AC buzz and some fast times!

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SEGA CD™

SEGA

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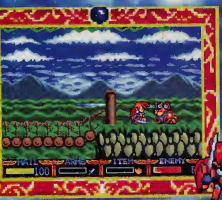
POPFUL MAIL

SEGA/FALCOM • 1 PLAYER • MCD • JAN.





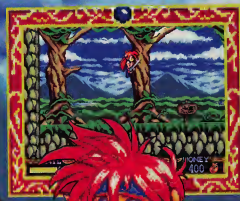


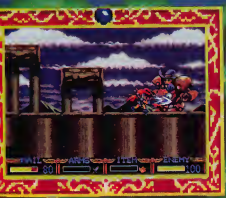


Popful' mail, what an odd name. What does it mean? I guess it must mean "really great game alot like Wonder boy in Monster world for your Mega CD". Popful Mail is Sega/Falcoms answer to Interactive software. In this highly polished action RPG every time you come across a key character you stop and have a conversation complete with animated faces and real voice. Besides that Popful Mail is a great action game with great music and incredible detail. Both your character and the enemies are animated completely. The whole games just reeks of quality. Since the early rev we received from Falcom only had one complete level that's about all I can tell you for now, Popful Mail will be released this January in Japan and will make it's way Stateside soon after. - *E. Storm*













E. STORM'S IMPORT UPDATE



Eye of the Beholder is due out November 26th and best of all Yuzo Koshiro did the music!





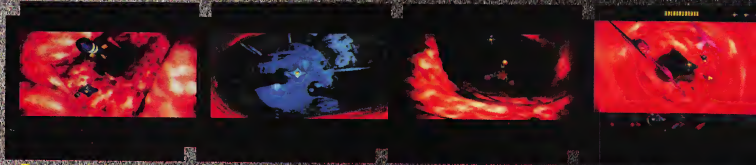








Another great RPG will make its way to the States courtesy of Working Designs. I'll bring you an in dep preview of *Vay* in our December issue.



Psygnosis is bringing their incredible 3D adventure "Microcosm" to the Mega and Sega CD, judgin by these screen shots, they will have no problem recreating the excitement of the Marty version.

By next issue we will have played Sega's ultra-fast version of Virtua Racing. If our sources are correct this version should feature the same adrenaline rush as the arcade. Virtua should make it around Christmas but look for a heavy price tag of around $100. Not bad considering the coin-op costs $20,000!



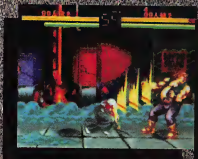




Sega of Japan is readying a 16-Meg translation of SNK's Art of Fighting for the Mega Drive. No word yet on whether AOF will make it out over here, although my bet is that it will. Art of Fighting will be available in Japan this December. These are actual screen shots of the Mega Drive version.













COMING SOON....











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E. STORM'S IMPORT UPDATE

PC Engine

CD-ROM²

Basically a selection of available titles in Japan by the time you read this.

Since the PC Engine CD owners really do take all with it's best software yet over in Japan, while the Duo seems to be getting the odd game, but mostly shovelware, I thought this issue was right for an E. Storm PC Engine page. These titles aren't out yet but they are all coming out by the invoice reader, both on to those CD's this could be good!

Martial Champion

Available December!

Next month we will review Vajra, the first Laseractive PC Engine game.

A fantastic looking conversion of Martial Champions for the Super CD at the moit was the 16 meg version but looks to be a close translation

Gao a new Action /RPG for the Super CD is available now, we'll have a full review next month.

Although the sequel to the popular Ys (Ys Kenadis) will no doubt be one of the best Action/RPG of the year for the PC SCD.

Finally a sequel to Darius, Super Darius has been in development for over a year, so it should be awesome. Available December.

Ys for the Dawn of Ys will also be available this December, making this the merriest christmas ever for PC Engine/CD owners.

The much anticipated Super CD action game PC Cocoron is finally due out this november...it only took two years...

Along with Fatal Fury 2 and World Heroes 2 Hudson soft will release Art Of Fighting for the Super CD later this year. This game will take full advantage of the 16 meg upgrade. Could Samurai Showdown be next?

HE'S BACK!

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Walk on the wild side!



You've gotta have guts!

Warning: This game contains scenes of graphic violence that may not be suitable for younger players.

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namco

AN INTERVIEW WITH DAVID PERRY

David Perry is the most sought after programmer in America. Not only is he brilliant with a development system, but he is one of the most personable people we have ever met. For someone of his stature, that is very rare. Our new UK correspondents, Nick Bruty and Nick Jones (no jokes, please) pulled off the scoop of the year when they managed to find David, the man behind such Genesis classics as Terminator, Global Gladiators, Spot and, quite possibly the biggest title of '93, Aladdin (games he created in just months!), and sit down with him for an extended interview and a preview of what is yet to come from Dave and his incredible new entertainment venture, Shiny Entertainment. Nick and Nick yanked David off of his unicycle, dragged him down to Game Fan and here's what's up with DP.

GF: We all know about Global Gladiators, Spot and Aladdin, but what did you do prior to those games?

DP: I have literally programmed 100's of games dating back to 8-bit computers, such as the Commodore 64. I think that the one people will probably remember the most is Overlord. That game was quite successful on many platforms.

GF: How does the gaming industry in the US compare to Europe? It seems that most of the really good action games either originate in Japan or Europe.

DP: Europe or Japan?...that's a bit of a blow to the Americans! Seriously, in England, most of the programmers and game designers are not employed by large corporations. They are left to make it on their own. If they don't, they don't eat and then they have to look for a real job. There are not that many people that can keep it up so the best are usually all that remain. I think that, as time goes on, the European programming houses will become more corporate...it worries me, but I think it's inevitable. With my new company, I'm trying to keep a sense of that hunger and spirit and ask that my people perform or move on. I want to have the best people and do the best work. Rewards will be based on performance and work generated, period. The Japan thing I haven't quite figured out yet. They do something right and I don't know what it is. I'm not a designer, so I don't know if it's the graphics, the feel or what. They like the fantasy stuff and women with big eyes and blue hair...I'm studying this one.

GF: When you get right down to it, what, exactly, does a programmer do?

DP: The programmer is actually...this is the fun part. Everybody involved in a project thinks that they are the center of the universe as far as creating the project is concerned. The producer feels that he is the center of the wheel with all of the spokes generating to him and the programmer feels the same way. For me, it's the point of access to the machine. Everything that goes into a game goes through the programmer. This means he has control of what goes in and what doesn't go in. I've had design documents on my desk telling me to do this and that. It doesn't make a lot of difference. We have what we call 'programmer override' which means the programmer can do whatever the heck he pleases. As long as each person fills his role, you will get a good product. If the producer has a good reason for something not to go in, then it won't go in. The message here is "Be nice to your programmer". If the programmer is inexperienced, then the artist and designers will have a more difficult job. For example, the programmer may tell the artist that he has 8566 blocks of graphics to use to create his layout map. So, the artist goes off and does his job, then the programmer finds out that he hasn't included sprite space and he actually has 1,000 blocks. This can be very frustrating.

GF: You talked about European programming becoming more corporate. Many development houses that we are familiar with have a linear set-up where many of the programmers do nothing but crunch code. You are a game designer as well as a programmer. How rare is this in the field?

DP: Once again, in America it is acceptable to have as many as 12 programmers on one title. I think Jurassic Park, or one of Sega's titles, had that many programmers assigned to the job at crunch time. I have no idea how you can control that many programmers on a project. When something goes wrong, 12 fingers are going to point in the other direction. My company will try to centralize the process and use programmers that are game designers.

GF: How is it that you can make a phenomenal game like Aladdin in just a few months while so many other companies take a year or more to do a game and still come-up with junk?

DP: The real solution to that was that everybody involved in the project knew what they had to do to get the job done. Everything that people brought to me went straight into the game. I spent more time in Aladdin putting things together then programming. It was a good team that worked well together. The last month of development was 540 hours of work for me. I was coming in with bags under my eyes but we handed Sega a quality product that they could run with. With some other companies, the development process is actually worse than you probably think it is. The way a game typically begins life is that the publisher will come to you and say, "If we give you 6 months to do this game instead of 4 and the cost is only going to be a bit better, then we would rather have the sales now." That's a more corporate view. On a spreadsheet it may make complete sense. You can't argue with it. Logically, the number crunchers are correct. However, if you do put that extra bit of effort in that's when you get a "Gunstar Heroes". Ultimately a company's value can't be entered into a spreadsheet. The value of any team goes up with the quality of the game. That corporate attitude is really short-term thinking. Shiny's first title have a full12 month development period.

GF: Tell us about your new company. Will you publish games, develop, or both?

DP: It's going to be called "Shiny Entertainment". The dictionary meaning of shiny is "highly polished", and that's the type of product we are going to produce. We won't publish for a few years. I don't want to expand too quickly. I want to know every move that everyone makes before we take that leap. In a large corporate atmosphere, you can show up to work at 9:00 PM, pick-up your E-mail and leave at 2:30 PM and no one would ever know, but I want to make sure that we get things done. We are starting with 6 programmers/designers + support people and will probably grow to 8 within a few months. We will also make use of outside artists and consultants. Our first game is going to be a licensed title for a major publisher. I am not at liberty, at this time, to tell you who it is or what the game is about. The company would like to publish that separately. In the long term, we are interested in developing our own characters, which could lead to comics, licensed products, etc... In the short term however, I am not committing the company to that. As you know, it's hit or miss. That will be an on-going project for us. Short term, I want to do the Aladdin sequel.

GF: What type of games will you develop?

DP: I've become known for Action/Platform. You've only seen my Genesis titles. I've done strategy, 3D flying...almost every genre that exists. Platform games aren't all that I do. I'm really interested in pursuing 3D and rendered objects on screen. I want to use polygons in the most creative way possible and with the fastest speed possible. I want to use the 'cheats' that we've developed over the years to help us achieve this. I want to do something different...I don't want to go into space. It will be something else. I personally like the sensation of flying and diving through tunnels, forests, etc. I'd like to do something very realistic, where you could ride your motorcycle, jump off of it and go through a building, you know, a total 3D environment.

GF: What are your favorite games right now?

DP: Gunstar Heroes and Rocket Knight Adventures.

GF: What are your hobbies?

DP: People tend to think that programmers are nerdy. I scuba dive, play unicycle hockey, target shoot, snow-ski and jet-ski, swim and play tennis.

GF: What kind of music do you like? Will you be incorporating that type into your games?

DP: I love Techno and Classical music in video games. Sometimes, the best part of a game is how the music builds in a particularly tense situation and brings you into the play environment. Music can add to the whole feeling of the game and we are treating it with the utmost importance. We are not hiring sound people in-house but are looking for the best team with the best drivers.

GF: What do you think about all of the Multimedia hype that we're being force-fed? Do you think that MM can be translated into a fun action game?

DP: Interactive and Multimedia are two of the funniest words in the language...I don't know what they mean...interactive books, I suppose. I've had companies call me and ask if they could use my name in some interactive product that they're starting. I ask them if they know what the word means and their answer is usually "no". There are many types of interaction, there is no clear cut definition.

GF: Give us your opinions of the 3DO, Jaguar, Saturn and Project Reality.

DP: The Saturn is what I'm excited about. It looks like Sega is really getting serious about the details and the next level of gaming. 3DO is just too expensive and is counting on drawing from the PC market. I don't know if there are enough of those people to support it. I really don't have a feel for the Jaguar. If Atari has the games, then they may have a big impact on the market as far as Project Reality is concerned, I don't believe that it exists. Every time a competitor is about to roll-out a new product, Nintendo dreams-up some new fantasy project. Time will tell but, obviously, I'm skeptical.

GF: What do you think about the rash of fighting games that have been flooding the market over the last year? Any plans to develop one?

DP: Gaming goes in cycles. This is the third cycle of fighting games. Currently, we have no plans to do a fighting game. I think that there is a need for something new in the genre. I've seen Virtua Fighters and that looks interesting. I'm not interested as much in the genre of game that I develop as much as the quality and uniqueness of that project. When I program a game, I do it for myself. If I can't beat it, then it's probably perfect. With Aladdin, the play testing was so stringent that the game was too tough for Sega's target audience but we didn't compromise because we felt that a much larger audience would buy this game.I'm interested in improving the gaming experience.

GF: How would you go about doing that?

DP: Starters I would like to do a pressure-sensitive joy pad. Things like that are what change the level of interaction and, thus, the quality of the game. This is something I would really like to get to market.

GF: Talk to us about MAM, Cha-Pak and other, so-called, methods of squeezing more color out of the Genesis. Gau and Paysnous both claim they can display more colors.

DP: There is always a way to do more color, it's just a matter of what you lose. Besides, it is unnecessary. Additional colors are not going to make a game better. I'd rather see the time and effort going in to making a better game. On the Genesis, you can get all 512 colors out of the palette, but at what price? Memory restrictions and processing speed make it inefficient to use that many colors and the benefit is minimal.

GF: Where do you see the industry going in five years? What would you like to be working on at that time?

DP: In five years, I think most of the industry is going to be in California. I don't think it will change that radically, however. There will be different arms with all of the 'Multimedia' and 'Virtual Reality' represented. The next step will have better color, higher res. and incredible 3D but nothing really revolutionary.

David, we thank you for spending time with us today. Good luck with Shiny Entertainment and in all your future endeavors. We hope that you'll keep us posted on the development of your titles and that you'll come back and talk with us again.



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PLANET SNES



SUPER STAR WARS THE EMPIRE STRIKES BACK

JVC · 1 PLAYER · 12 MEG · NOV.

Super Star Wars is still one of my favorite games for the SNES. The game really captured the spirit, flare and feel of the movie. Now, just one year later, JVC/LucasArts is back with the (obvious) sequel, Super Empire Strikes Back. Super Empire has everything you liked about the original, only more of it, with longer levels and, once again, the ability to play as Luke, Han and Chewie (only, this time,you don't choose,



























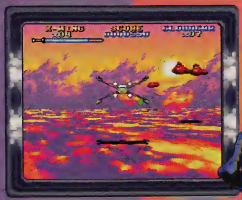


Fortunately, the game is very difficult and is not just your basic move and shoot. Super Empire requires that you analyze every level and make wise weapon selections. If you try to move as quick as you can-rushing through a level, shooting all of the way, the game will be over before you can blink and you'll be staring at Yoda's ugly mug once again. Take your time with Super Empire Strikes Back. For Star Wars fans, this game will be at the top of their wish list this Christmas and they are not going to be disappointed. Not only does Super Empire Strikes Back have great

the program does). SE also features new Mode 7 3D sequences that are patterned on those that were so successful in the original. This time around, you get to pilot the Snow Speeder over Hoth; trying to destroy probes, bikers, AT-ST Walkers and AT-AT Walkers, fly through space in the Millennium Falcon destroying Tie-Fighters and zoom through a Technicolor sky in the X-Wing, battling Cloudcars.







graphics, excellent music and sound but it also offers one of the best challenges to experienced game players available on the SNES. The Dark Side will not be conquered easily or quickly. With Super Empire, Rebel Assault and Sega's new arcade game all coming soon, 1993 has turned out to be a great year for the Force. - Talko









SECRET of MANA

The Secret of Mana continues Squaresoft's long tradition of producing quality Role Playing Games and, for RPG fans, is one of the most anticipated titles of 1993. With a great, involving story and excellent graphics and sound, Mana is sure to compete for RPG of the year. As a helpful hand in getting you through the second half of the game, Game Fan offers the following Strategy Guide which picks-up where the game manual left off. If you look at the top screen shot on the first page of the Mana game manual and the first part of the Strategy Guide text, they go together. The same logic applies throughout the guide. So, fellow RPG fanatics, grab your swords, cartridges and this Strategy Guide and follow me...there are unknown dangers lurking ahead!

1. When you are fighting the demon, arm the 2nd character with magic to keep healing everybody after you hit him.
2. Then go upstairs and talk and you will receive many items. Then go to the blacksmith's shop and soup-up your ax.
3. After that, leave and go back to Pandora.
4. At the bottom of Pandora, there's a woman...talk to her and she will vanish. Now, go down to the castle.
5. Explore the castle and level-up as much as possible before fighting the castle boss (it is a wall and takes about 800 points to kill) and take a couple of Faiere walnuts...you'll need them for magic rejuvenation. When you fight the boss, hit











him in the center (middle eye) and use the little girl's Earth Magic. Four to five hits and the boss wall will die.

6. Talk to the King in the room and he will tell you to go to Luka's Castle. Now, GO BONEHEADS, GO!

7. At the Water Palace, Luka will tell you to go to the Gaia's navel and rescue the Mana seed of water.

8. At the center of the Dwarf Village, you will see the King of Pandora and a little dwarf. Talk to him and then go on to the ship.

9. In the center of the ship, you will meet the boss of the Scorpion Army. He will make you fight Kilroy, his killer robot who has been made with Luka's water seed. Now, go fight! He will take about 1,000 points to kill him.

10. After beating Kilroy, you will have to travel back to the Water Palace to talk to Luka once again.



11. Once inside the Water Palace, you will notice that there are now enemies in the room. Don't worry, there are only a few. When you reach the center of the palace, a bunch of people will be there. One of the Empire's bosses will send you to a dungeon to fight a 2 headed dragon.

12. Beat the dragon, then go talk to Luka and she will inform you that you must go to Lofty Mountains and see Sage Joch.

13. Go to where there's a guy standing next to a cannon. You will pay him 50 gold pieces and be transported to the upper land.

14. Once you arrive at the underworld, you will come to the winter section. In this section, get your weapons souped-up at the blacksmith. After this, go in to town and kill the three

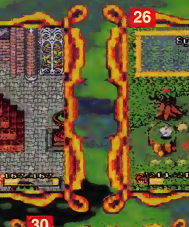






















porcupines. This will return the town to normal. Now, there will be four seasons. To get to the town, start at the winter part and go through counter-clockwise as fast as you can through the seasons and a town passage will open. Once in the town, you will fight a big bird.

15. Go to the castle and talk to the little boy's grandfather.
16. When you meet your grandfather, he will give you an orb and a friend; Sylpid, a little magician. Go back to the crystal and have your friend analyze it...he will help.
17. On the crystal, use the Air Blast magic and it will open up a passage.
18. Go west, then go north until you reach the cave.
19. Inside, you will find a forest containing of a castle and a town.
20. Go in the castle and talk to the King. He will tell you to go north to the cave. Now, it's time to fight.
22. In the cave, there will be a crystal. Use the little guy's Earthquake magic and, once you have done that, you will be able to fight the boss. After that, you will rescue the bird and the King will tell you to go to the desert.
23. Go to the cannon and pick the left name. That is the desert. In the desert, you will find nothing. So, just fight and, when the time is right, your characters will automatically find a ship. Don't panic and think you're stuck...that's just part of the game.
24. After you look through the ship, the Empire will attack.
25. After you beat the flying motorcycle, talk to all of the men...they will tell you what to do.
26. In the town, buy as much armor, weapons and food as possible. When you're ready, leave and go to the Fire Palace northwest of the town, but not before you go to the Ice Country.
27. Once in the Ice Country, you will have to save a deer's master, who you will find in the Ice Palace. When you are done talking to the deer, go in the house and open the treasure chest, two spear orbs will be inside.
28. When you fight the boss in the Ice Country, remember to have a lot of walnuts to get magic back. The boss has 1,000 hit points and should take 4-6 minutes to beat.
29. After that, go to the town and open the kettle and you will receive Salamando, the Fire Magician.
30. Go north to see Neko and save your game. Now, go to the palace.
31. When you fight the boss in the palace, use as much Fire Magic as possible. Once you beat him, go back to the Fire Palace.





32. In the Fire Palace, there will be 3 crystals.
33. Fight the boss. After you kill him, go to the woman at the top-left corner of the town. She will give you the code to enter the castle.
34. Once in the castle, you will find the towns people and they will tell you to go to the castle. In the town, get all of the food and weapons that you can.
35. Go to the castle where you will fight the wall again and, after that, you will find Dyluck and meet the boss.
36. Us the little guy's Rock Magic on the bat and it will take you about 10-15 hits to kill him with that magic.
37. Leave and go to the town again and go to the cafe. After you talk to the owner, go to the castle, where you will have to fight two bosses (both are easy to defeat).
38.When you get to the part where you can't pass over the 4 icons, push the lever on the left side and go meet the King. You will fight again and get your bird.













Takara continues their16-bit translations of Neo Geo titles for the SNES/SF with Fatal Fury 2 (Super Fatal Fury in Japan), the 20 meg follow-up to last year's SNES game. Besides offering over twice as much memory as the original, FF2 brings with it new features that include; a Street Fight mode that allows you to pick your fighter, stage and handicap and a Battle Royal that allows you to pick up to 12 characters and your friend to pick 12 so you can battle it out and see who the real champion is. The game looks to be a faithful conversion of the arcade game, with all of the characters, moves and background graphics accounted for. Fighting game fans will have to be satisfied with this preview for the time being as the game is scheduled for a 1st quarter, '94 release. Enquirer





U.S. GOLD · 2 PLAYER · 8 MEG · NOV.

US Gold and System 3 are about to make puzzle gamers very happy with the release of Super Putty for the SNES. SP has a decidedly European flavor to it as you control a Silly Putty-like blob who must use his morphing, jumping, stretching and melding ability to conquer the evil wizard Dazzledaze and his sicko-kitch, Dweezil the Cat, in over 6 levels (18 stages) of puzzle action. What makes Super Putty stand above most other puzzle games on the market is the unique characters and situations that the designers have created for the game. From Putty Moon and Funky Freida to the Twilight Zone and Bubble Lou, Super Putty is not like any puzzle game you've played before. Your goal in each stage is to release the "Bots" (robots) and get them to the stage's safe place. In the earlier levels, the bots are frozen in ice but, later on, they begin moving around the levels, looking for their own route to safety. Another interesting feature in this game is the number of moves that Putty can execute. In addition to the abilities mentioned above, Putty can take on the form of some of the characters that he absorbs and he can inflate to catch falling friends. Super Putty is the type of game that you like to "tinker" with. You might play it for a while today, come back to it next week and beat it two months from now because you'll want to explore all of the different possibilities in each stage. Its vibrant graphics, great sound and music and sense of humor will instantly grab you and the unique game play will keep you coming back for more. - Talko











ART OF FIGHTING

TAKARA · 2 PLAYER · 16 MEG · NOV.

The following is a character analysis that would profile each character in the strategy guide. This would be accompanied by screen shots and diagrams explaining all of each character's moves.



Robert



Ryo

Robert and **Ryo** are about the same as Ryu and Ken in Streetfighter, in that the control and moves are basically identical even in the way you input the command. Out of all the characters, these two fighters are the best ones to choose in the game.



Todo

Todo is a character that, when pitted against the other challengers, would be considered the weakest because he has only one move and has a very weak fighting style. Even though he is called the master of modern fighting, stay away from him as much as possible if you want to make good progress through the game.



Jack



Jack Turner, known as the Terrible Typhoon, is one of the strongest characters and has a ton of special moves, which are very easy to perform and take massive energy away from your opponent when performed correctly. He, like the other fighters, does not have many weaknesses. The only one that I found was that, after you perform his Ultra Drop Kick or Sliding Kick, your left open for a very long time. Enough time to where your opponent can easily throw you or do a super move on you. In any case, Jack is way gnarly and one kick but fighter.



Lee



Lee Pai Long is a Chinese martial arts fighter with 3 very special moves that, if performed fast enough and if you know his style of fighting, can be considered the 3rd best character in Art of Fighting. His speed and great skill come in handy when fighting very talented fighters like Robert and Ryo. Even if you are an expert with Lee, most people will find him to be a blast.



King



King, the bouncer at Mr. Big's Restaurant, is one mean woman who kicks butt and asks questions later. King, the master of Muetai, is known for her deadly Whirlwing Kick and her awesome 2-Layer Flying Kick, which comes in handy when fighting slow opponents and even faster opponents. Because of her speed, veteran fighters will have a blast stomping on other fighters that are big and slow, like Jack.



Mickey



Mickey, the huge reggae dude, is a force to be reckoned with. AlthouZgh he has only two moves, his punches are considered to be lethal weapons because of how much power each hit packs. In spite of his lack of speed, people that are patient and are willing to stay back and wait for opponents should have a blast with Mickey.



John



John Crawley, known by his friends as the Killing Machine, is the man to play in Art of Fighting. John, like Robert and Ryo, has 3 special moves and is considered to be the 2nd best in the game because of his Flying Attack and his super combo; the Overdrive Kick, which hits the opponent about 4 times. John drains energy faster than anybody else in the game and is very easy to play.



Mr. Big



Mr. Big, who is one of the last bosses in Art of Fighting, is a great character but his moves are very difficult to perform. So, for gamers who wish to control Mr.Big, it's going to take a lot of time and practice. When mastered, however, he is one of the best characters in the game and will give you hours and hours of victories.



Karate



Karate Man, the last boss in Art of Fighting, is one of the best charactesr in the game. As far as control and speed go, he is exactly like Robert and Ryo. The best thing about Karate Man is his super combo that takes almost all of your energy and is almost impossible to block.





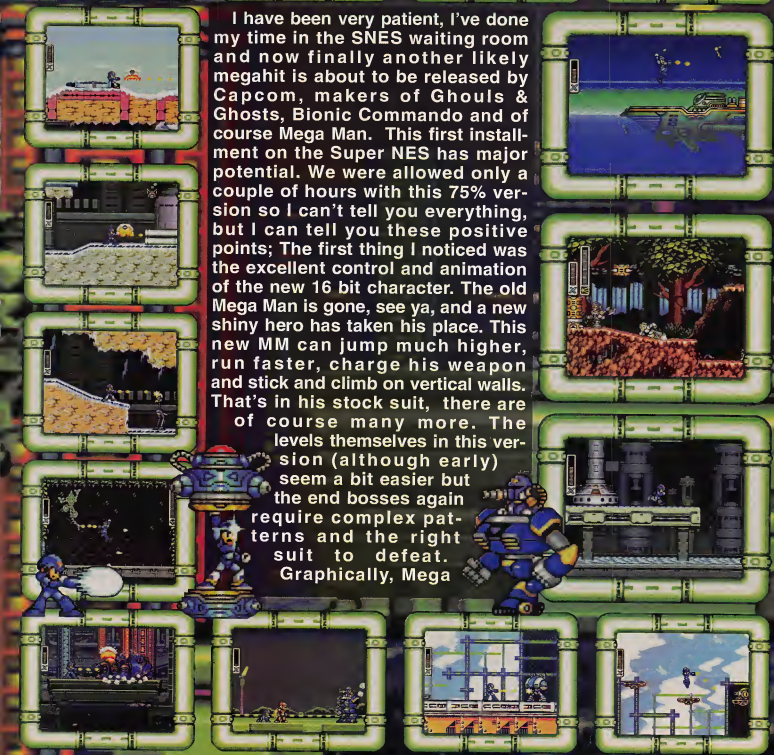


CAPCOM · 1 PLAYER · 12 MEG · DEC.

MEGA MAN X



I have been very patient, I've done my time in the SNES waiting room and now finally another likely megahit is about to be released by Capcom, makers of Ghouls & Ghosts, Bionic Commando and of course Mega Man. This first installment on the Super NES has major potential. We were allowed only a couple of hours with this 75% version so I can't tell you everything, but I can tell you these positive points; The first thing I noticed was the excellent control and animation of the new 16 bit character. The old Mega Man is gone, see ya, and a new shiny hero has taken his place. This new MM can jump much higher, run faster, charge his weapon and stick and climb on vertical walls. That's in his stock suit, there are of course many more. The levels themselves in this version (although early) seem a bit easier but the end bosses again require complex patterns and the right suit to defeat. Graphically, Mega



Man X looks very unique from other Capcom action titles, it's not quite Magical Quest and it's not as detailed as Ghouls & Ghosts, it's more futuristic, simple but effective. The character placement in X is more sporadic than the original but they are of course extremely well drawn and do there best to take off a little energy before you get buy. Next month, we will bring you an in depth feature on this long awaited 16 bit sequel which will undoubtedly be one of the biggest games of the Christmas season. See you then! - *E Storm*



Bad Mr. Frosty • Likes: Snow • Hates: Fire • Wants: Winter • Job: Snowplow • Motto: Chill Out!



Helga • Likes: Food • Hates: Salad • Wants: Cookies • Job: Singer • Motto: Eat!!!

As most of you who have been reading GameFan for awhile know, we have been following the progress of Clay Fighter since its inception. It became apparent early-on that Interplay had a very special game on their hands. The SF2 phenomena was at its pinnacle and the designers wanted to do a game that, while having all of the long term play value of SF2, would not merely be a clone but would define an entirely different style for one-on-one fighting games. Now, a scant



Taffy • Likes: Candy • Hates: Dentists • Wants: Candy • Job: Candyman • Motto: Stretch

nine months after development began, Interplay presents one of the most creative, funny and exciting games of 1993. Clay Fighter breaks all of the rules for the fighting genre by concentrating on the humor of the site gag vs. the pain and blood. Elvis (Blue Suede Goo) fires at you with his Pompadour, Ickybod Clay chucks his pumpkin head at you, Helga, the Norwegian opera star, sings until somebody feels pain and Taffy Man is what Gumby would become after about 6 months



Tiny • Likes: Color • Hates: Wimps • Wants: Fights • Job: Flexing • Motto: Destroy



Blue Suede Goo • Likes: Music • Hates: Helga • Wants: Guitar • Job: Musician • Motto: Oh Baby!



Ickybod Clay • Likes: Night • Hates: Day • Wants: Night • Job: Fright • Motto: Run!!!

of hard labor. As great as the theme and sense of humor are, and with Claymation character graphics and voice and music (the intro. has a special surprise in store for you) that set new standards, it is the game play that sets Clay Fighter apart from all of the SF2 wannabes. In fact, the special moves in the game are executed in a manner very similar to Street Fighter. The control over your attacks and combos is excellent and you won't soon tire of the Blob using his buzz saw



Bonker • Likes: Pies • Hates: Crying • Wants: Buzzers • Job: Clowning • Motto: Play

move to make Bonker the Clown twice as funny or Bad Mr. Frosty using his Ice Breath to freeze-dry the King's do ("Hey, watch the hair man"). I can't say enough about the quality of this game. Interplay is to be congratulated on having the foresight, ingenuity and creativity to take a chance on tweaking with a legend and launching a pie-in-the-face at all of the "me-too" fighting games...absolutely brilliant! Talko

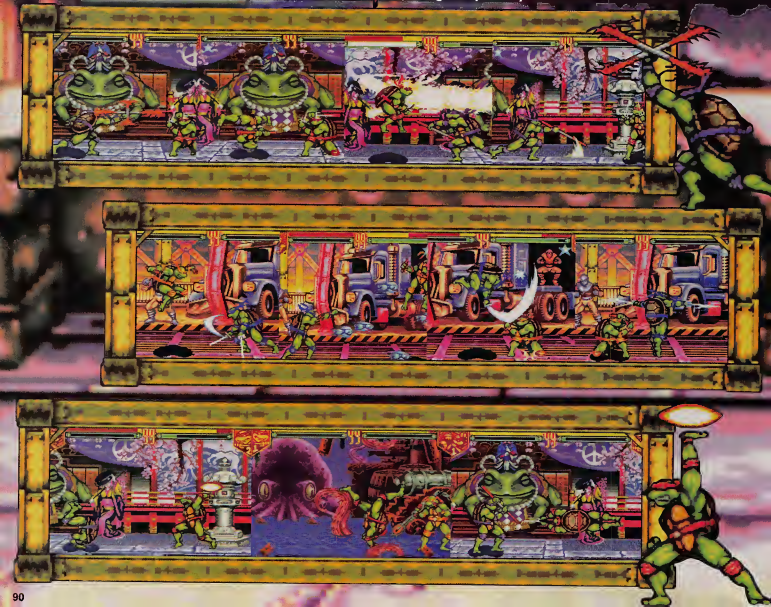


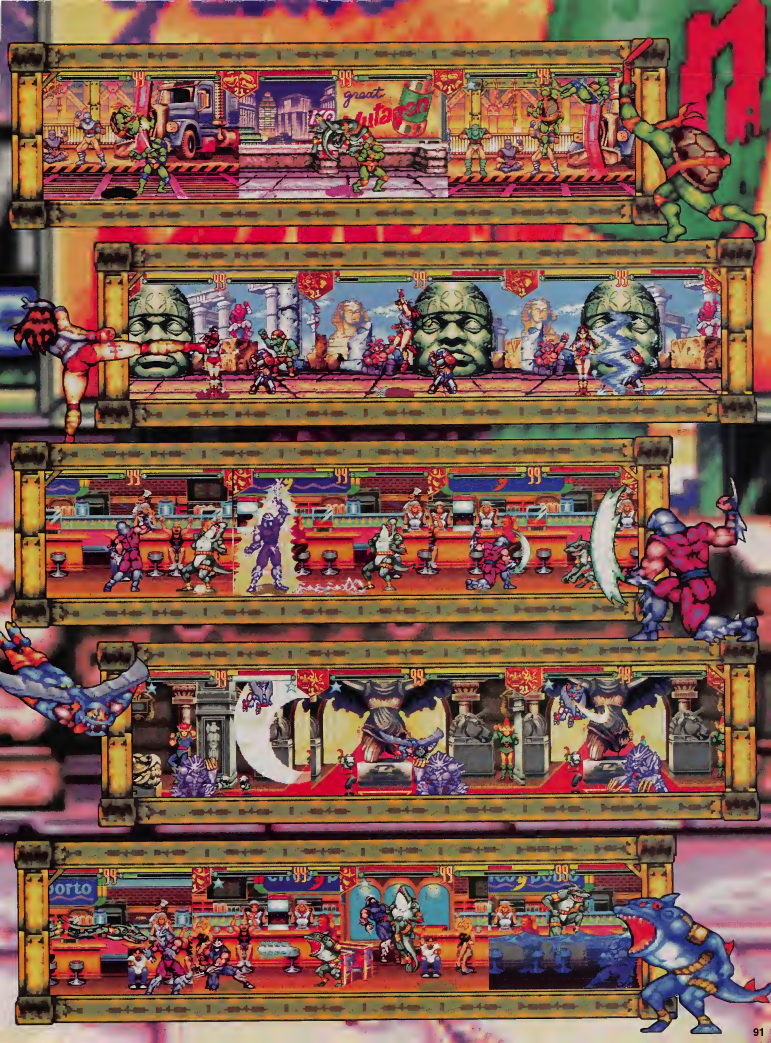
Blob • Likes: Clay • Hates: Hair • Wants: Clay • Job: Claymaker • Motto: Bounce!

KONAMI · 2 PLAYER · 16 MEG · DGC

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

One of the many new fighting games ready to hit retailers shelves this holiday season is Konami's Tournament Fighters; the incredible turtles come back. This is one awesome 16-meg fighting game.In fact, out of all of this years fighting games, this one ranks among the top. Although the game is letter boxed like most of today's fighting games on the SNES (they do this to save memory and so the SNES wont slow down), there are many things I loved about TF. First of all, the control, it has the best play mechanics of all the new fighting games, except for Super SF2, and the combos you can do and number of moves is truly exceptional. There is an average of 3 moves per character along with a secret move that must be found to perform. Another bonus is the number of characters you can pick from (10) and the characters are really excellent. They range from Shredder (he's like M. bison) to Michaelangelo (the turties version of Ryu) who I believe the best character in the game. There's also two hidden characters that will be announced after the release of the game. In addition, the music is awesome and fits the game perfectly. It's like turtles music with a kick; heavy metal, but turtleish. The game really has to be played to be believed- it's just that good. There are 10 characters to pick from, a speed adjustment feature that is as fast as SF2 Turbo, over 10 stages and a story mode. Tournament Fighters is put together perfectly. - *Yoshi*




great
futago


KHRHI $001600
R·KING $000000

TRADEWEST · 2-PLAYER · 8 MEG · NOV

















Battletoads, Double Dragon...Battletoads Double Dragon. Ah, a marriage made in...Corsicana, TX! Tradewest has taken the stars of their two most successful games of all time and combined them in a seven level, side scrolling action game that is based on the NES title of the same name. The star value here is with the 'Toads. They have the cool moves and the better play value. Billy and Jimmy are way old and really shouldn't be allowed on the streets anymore, but Tradewest has trucked them out for this game. Save yourself the agony, go with Rash, Zitz and Pimple (they must pay big bucks to the frog dermatologist!) and forget those fem-bot punks. The game play is all 'Toads, but they manage to pull off a few classic Dragon moves like climbing chain-link fences. Although the game is primarily aimed at kids, the difficulty is set on the high side.

The background graphics are colorful and it's got some scrolls but the characters are a little small for my taste and the enemies don't have a whole lot of frames of animation. The Battletoad game play is what makes this game. So, take my advice 'Toad fans; buy this game for the frogs and the play value. If you're a Double Dragon fan interested in this game, I have two pieces of advise. 1) there's a great version of Vigilante on the Turbo and 2) I have two words for you, Street Fighter 2... - *MR. GOO*











Ranma 1/2



Back in December of 1992, NCS/MASAYA (the developers of such classics as Cybernator and Prince of Persia for the SNES) released Ranma 1/2-2 for the Super Famicom and that game proved to be an instant hit with fans of the Japanese animation series and one-on-one fighting freaks alike. It was once thought that this game would not make it to these shores but, thanks to overwhelming demand (and DTMC), Ranma 2 will soon be available for the SNES. When I first heard that Ranma 2 was coming to the U.S., there was some concern on my part...visions of Street Combat (SNES Ranma 1) were still fresh in my mind. Unlike Irem, DTMC left Ranma intact, so gamers familiar with Ramna 2 will feel right at home and everybody else will get to see what they were missing. As we all know, the most important part of any fighting







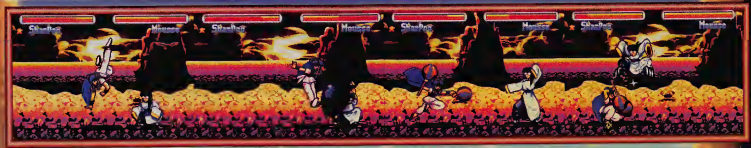






game is playability and Ramna 2 delivers. The special moves are done similar to, are fairly easy to pull off and the response time is very good. My favorite part of the game is the animation: all the characters throb when they stand still but, when they jump or spin around, you can see their hair move in the breeze...a nice touch. There's even some weird stuff thrown in and this really gives the game some welcome character-things like a huge Panda (Genma) who can crush you into the ground by jumping up and slamming you with his butt, or a huge evil bull (Pantyhose) who flies around on tiny angel wings, or my favorite; Gosunkugi, a shy guy with a big wooden hammer and candles on his head. If we're lucky NCS/MASAYA will make the third game in the series but, for now, this should keep our hands full. K.LEE

























JURAS

Prepare yourself to be more surprised then perhaps you have ever been with a Super NES title. Ocean has broken new ground and at the same time brought us a game of Jurassic Park that does the visually spectacular movie complete justice. This version of JP is divided into two segments, overhead action and 3D first person adventure. Although both portions are among the best in there respective categories, where JP really shines is in the 3D. I had no idea that the SNES was capable of such smooth scaling, probably because until now no one has taken the time to tap these resources, but I am glad they finally have because the end result is a refreshing break from the norm and one of the most addicting SNES games I have ever played. You assume the role of Dr. Alan Grant, world renowned Paleontologist. As you know (assuming you've seen the flick) things have gone awry in Jurassic Park where once extinct dino's now run free in the worlds most incredible animal preserve located on an island off the coast of Central America. It's up to you to restore the systems and get off of the island. In order to do this you must first activate the motion sensors, by powering up the main generator and computer, secure the Visitor's Center, stop the escaping Raptors, destroy their nests, radio for help and finally make your way to the hellpad. This may be easy to grasp, but it is quite difficult to do, but man is it fun! Get ready to explore and memorize the beautiful but tricky 3D mazes of Jurassic Park. By combining spectacular graphics, superb playability and mesmerizing Q-Sound the designers and programmers have managed to allow you to feel the action like never before. You never know what may lie on the other side of a door, it could be food and supplies, it could be a darkened











hallway or it could be a nasty Spitter or Raptor ready to lunge. I found that hanging in the doorway, just peaking around the corner was the best way to successfully negotiate a room or passage, survey the area then make your weapons selection and come in firing. Don't just rush in or they'll be all over you before you can react. You can only continue twice; so be careful, especially in the opening segments, when you are most vulnerable. you'll find yourself in these mazes most of the game so get out a note pad and some graph paper. There is no on screen map and there is much to remember and return to. The overhead portions of JP take place mostly when you are traveling to a new location and are also done very well with good control, excellent, colorful graphics and a constantly changing assortment of tracks enhanced by Q-Sound. Watch out for Raptors and Triceratops here and if you see T-Rex ...run!! For your defense you have an excellent assortment of weapons at your disposal including the cattle-prod (good for smaller dino's but weak against the big gnariers) a shotgun (a decent all around weapon) a missile launcher (now we're talkin')a tranquilizer gun (good for slowing down T-Rex) the gas grenade launcher (good for long distance attacks) and the bola (the most destructive of the lot) To put it lightly, Ocean successfully created a unique new game for the SNES combining action and adventure along with the length and playability a game needs to satisfy even the most demanding gamer. I look forward to more games that make use of this great new engine. JP is a winner; don't think twice when it hits the shelves this October. - *E Storm*



ONCE YOU REBOOT THE COMPUTER YOU CONTROL JURASSIC PARK.

DONALD GENNARO'S I.D. CARD IS IN THE NUBLAR UTILITY SHED



IAN MALCOM'S I.D. CARD
IS IN THE RAPTOR PEN

DENNIS NEDRY'S I.D. CARD
GROUND LEVEL - BEACH UTILITY SHED.

LEGEND






Remember Rastan, or how about Conan? Mythological warriors were once a mainstay in our industry. Games like Golden Axe and Rygar did good business. Then, with the inception of fighting games and their super human characters and action games with such stars as blue hedgehogs and happy plumbers, these once mighty side scrollers fell from grace. We want play mechanics! The gamers cried. So, the face of gaming changed accordingly. If you are one of the many who miss these mindless, carnage filled side scrolls, then you will be thrilled with Legend. Not only does this game sport arcade quality graphics and sound, but it is jam



















packed with 1 or 2 player sword and ax play without a moment to rest. So, if this is what your into, here it is. However, if you are looking for any kind of play mechanics or strategic action in your game play then this is not your game. This is strictly walk and fight or, if you just want to jam through each level, simply use the jumping attack over and over and over...you get my point. Do great graphics make a great game? Well sometimes- maybe if that game is meant to be one dimensional, and I'm pretty sure this one is. So, I will neither recommend nor discommend Legend. You know what you like, act accordingly. *- Mr. Goo*











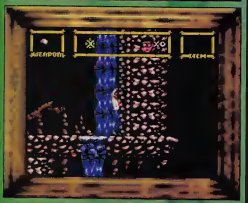


















LES

THE U

Lester the Unlikely is just that, an unlikely hero in an unlikely story. You see, Les is a geeb; part goober, part dweeb. He wakes up on an island, drenched from the pencil neck down. Lester falls asleep on the docks and is accidentally loaded on to a freighter that is then hijacked by pirates. Lester falls overboard and swims to an uninhabited island. Like any red-blooded American teenager, he wants to get off the island, get back home and continue his daily eat and sleep routine. Lester must make use of his limited physical skills to get past all kinds of island-based baddies. It is your job to help him figure out how to survive the many difficult situations he will find himself in. For example, one level of








WEAPON
ITEM
WHAT A COINCIDENCE! YOUR SISTER IS LOOKING FOR YOUR FATHER. I HOPE HE CAN HELP ME GET BACK HOME.
UNFORTUNATELY, LESTER FELL INTO THE VILLAGE AND WAS CAPTURED BY NATIVES. HE IS NOW LOCATED IN A BAMBOO PRISON
TER
LIKELY
the game finds Lester trapped in a cage that is guarded by a Tarzan lookin' dude. There are rocks in the cave and it is your job to discover how to escape, using only the rocks and your cunning. The play mechanics in Lester are very similar to Prince of Persia in that you can climb, kick, jump, crawl, swing and make use of objects that become available throughout the game. The background graphics are drawn well and the music is excellent. DTMC and Visual Concepts have created an original, unique game that has borrowed freely from some of the better design ideas in recent years. If you liked Prince of Persia, give Les a try, you won't be disappointed. - Talko

Dennis the MENACE



Ocean is bringing all of the hi jinx and hilarity of Dennis the Menace to the SNES. This action platform title is loaded with 5+ levels of mischief as the Menace unwittingly irritates good ol' Mr. Wilson, Margaret and other obstacles in Dennis' life. The graphics in this game are the big standout. The cartoon characters are large and look fantastic and the backgrounds, especially in the later levels, are insane! The color and scrolling is some of the best around. In addition, the game has a high degree of difficulty.

Dennis has three weapons to help him get through Mr. Wilson's house, to the park and beyond; his squirt gun, pea shooter and, of course, his































trusty slingshot. The play mechanics are essentially the same throughout the game; avoid, shoot, run and find the Dennis coins to finish the level. Dennis the Menace requires patience and perseverance to succeed. If you're looking for a quick run through an action/platform side scroll...forget it. Only if you think, plan and then react will you beat the clock, Mr. Wilson and the game. Ocean has a strong line-up for this Christmas season with both Dennis and Jurassic Park loaded on their sleigh and both of these games will have visions of all night fun dancing in gamers' heads.

- Magilla





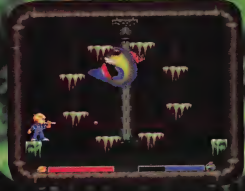

















The Adventures Of Dr. Franken




When I attended the C.E.S. show last June, the one that stuck out in my mind was the amazing number of Action/Platform games there. It seemed as if every software developer was coming out with at least one of these games. Well, DTMC is hoping that they will have a big hit this Christmas season with The Adventures of Dr. Franken. This is pretty much your basic run, jump and kick action game. The main character is a short, squat, 90's version of Frankenstein complete with Ray-Bans, T-shirt, swimming trunks and Flojos. Your objective is to search the level for pieces of a passport so you can go on to the next level in another country. Your quest will take you from country to country, through dungeons and castles (all haunted of course) in the hope of getting all the pieces of that final passport which will take you back to your homeland of Transylvania. The level of challenge is a little high but far from impossible. You have to search the levels for hidden items and rooms but you only have a limited amount of time to do it. This game has superb graphics and the music is nice but, further into the game, the levels become repetitive. Overall, I would have to say that Dr. Franken, although not fantastic, provides a fair amount of fun for the average gamer, and I would recommend it to them, but serious gamers may want something more.

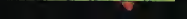
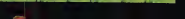
K. Lee









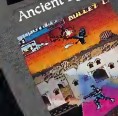
Your Time Will Come.

TIMESLIP™

A rift in what you humanoids call the time continuum will allow Tirmat to savor your untimely death. You see, our disruptors will enter your temporal space and destroy your ancestors. You and your offspring will disappear as if sucked into a void. Of course, I love a challenge, so if you would care to slip through the temporal vortex and follow me to an earth of bygone days...But where will I be? One thing is certain; your time has come.

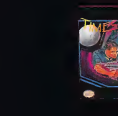










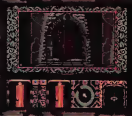


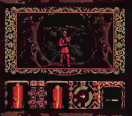
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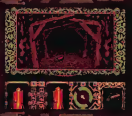
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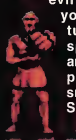






Bullet Proof's first action/ adventure for the SNES, Obitus is ready to go and scheduled for a December release. The basic premise behind this unique 1st. person and side scrolling game is to gather the four Gems of tranquillity which once protected the kingdom from darkness and ruin, and return them to their rightful place in the Tower Obitus. During your quest, you must seek out weapons and useful items, gather clues from the inhabitants of the land, and defeat the evil creatures that block your path. Obitus features two unique perspectives: 1st. person and side view. The 1st. person viewpoint uses some incredibly smooth scaling previously unseen on the SNES which adds a sense of realism to the quest and creates an interesting new play environment. Get ready to chart your own course, as no on screen map is present .The forests and labyrinths you must traverse are long and can become quite confusing. The side view is strictly action where you'll explore the castles of Obitus room by room collecting necessary items and weapons, and then of course there are the enemies. They range from demons to trolls and wizards. The fighting is standard rpg fare but is well balanced and your weapons are easily accessible. Obitus promises to be an involving quest and a good challenge for gamers in this genre, its a little light on action but the adventure is yours for the taking.

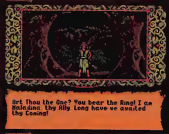


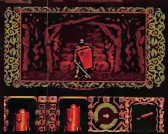


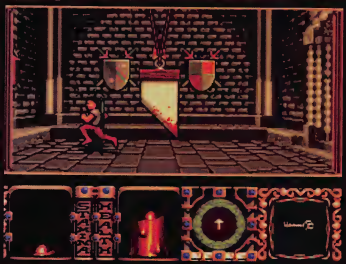


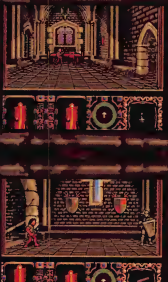












EVIL IN ITS BLACKEST FORM HAS

BEEN RELEASED UNTO THE WORLD.

AND THERE IS ONLY ONE WAY

TO RESTORE PERFECT ORDER.


UNCOVER THE
MANA, THE WORLD'S LIFE FORCE,
HAS BEEN SCATTERED TO THE
SECRET
FOUR WINDS. ONE WARRIOR MUST
Of
UNDERTAKE A DANGEROUS JOUR-


MANA
NEY TO RECAPTURE THE POWER-
FUL FORCE AND MAKE MANA
WHOLE. OR THE WORLD AS WE
KNOW IT WILL CEASE TO EXIST.

Brought to you from the makers of the Final Fantasy® series.

THERE'S A SECRET INSIDE EVERY BOX.

The word is out on the Secret of Mana, a new action adventure game from Squaresoft. Just ask those who have played. 16 Megs of action, story, graphics, weapons and more, including: Eight levels of weapons and eight levels of spells ❧ Bigger characters and better animation ❧ More bosses and enemies to wage battle against ❧ Extensive use of sophisticated modes and special effects, including smooth, seamless flight animation ❧ Long game play ❧ Simultaneous 3-player capability ❧ Player's strategy manual and map ❧ Battery back-up that saves up to four different games. All of which adds up to an exciting new playing experience.

So what are you waiting for? Uncover the Secret today.



Summon your dragon and fly from one exotic land to the next in search of clues for Mana.

Wage battles with monsters and mutants. Win and you can absorb their powers. Lose and part of your lifeforce is drained away.





Journey to colorful villages where you can buy special foods to restore your powers, or secret potions to overcome black magic.



A special rotary select feature lets you easily choose from among different weapons, tools or treasures.



SQUARESOFT

SUPER NINTENDO ENTERTAINMENT SYSTEM

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Sengoku, another Neo Geo translation is about to hit your Super Nintendo courtesy of Data East. This two player simultaneous arcade hit contains all the levels, moves and magic found in the original. Look for a full review in an upcoming issue of DHGF.



PAC-ATTACK









ac's baaaaack in "Pac Attack" from Namco, he newest entry in the puzzle genre. Just when ou thought he was dead, Pacman continues is ghost-eating ways in a Tetris style puzzler ith a new twist. This game also features head head competition between Pacman and Ms. acman. So all you puzzle freaks out there line p, cause Pac Attack is on the way.





THE LAWNMOWER MAN

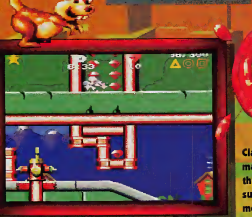
The Sales Curve is about to release "The Lawnmower Man" under the T*HQ label for your Super Nintendo. This game features several different types of play mechanics including overhead driving, side scrolling action, first person and a 3D shooter and basically follows the premise of the movie. Look for it in a future issue.











CLAYMATES



Claymates, Interplay's second title using the art of claymation will be arriving in the first quarter of '94. With all the excitement surrounding Clay Fighter, Claymates is sure to be another hit for Interplay. In the game, you can morph into five different characters ranging from a gofer to a duck, each with their own unique play mechanics. Look for a full review in the January issue.









Yet another Gundam game has made its way to the Super Famicom, but this time Gundam fans get something completely new. Mobile Suit Gundam takes the idea behind such games as Cybernator, M.U.S.H.A. and Macross and applies it to the oh so popular SD Gundams, the pint size, heavily detailed little robotic warriors from Japan. You can choose between three different tribes of Gundams, then it's off to war in space and on land. Each round begins with your robot flying through space where he can turn to fire in both directions as enemies attack from both sides. Then, after defeating a mid level guardian it's on to the planet surface where you are greeted by multi-scrolling backgrounds and awesome scenery. Here your character can hyper-glide, walk and crawl as you face enemies as well as obstacles and of course, an end level guardian who wants to turn you into a toaster. During the game and between rounds ModeSeven scaling is used sporadically (a now standard Nintendo bonus) and the music throughout is of the usual Banpresto quality. Although nothing to get overly excited about, Mobile Suit Gundam is a must buy for patrons of the Import market or collectors of this popular series. Not only do you get a pretty cool game, but the colorful Japanese box looks neat in your collection. - *Takahara*

SUPER NINTENDO ENTERTAINMENT SYSTEM

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E. STORM'S IMPORT UPDATE



Here's the latest shots of Konami's Twin Bee action game along with some new shots of Goemon 2, with these two titles Konami's got a strong lineup for a Super Famicom Christmas. I wonder if they'll be leaving either one under our tree's this holiday season. Both of these titles are set for a December release. Hot ten bucks that says at least one of 'em shows up at















GOEMON 2 and TWIN BEE















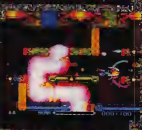












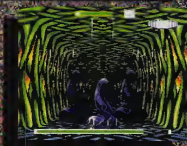


Although it is still not known whether Super R-Type 3 will make it to the U.S., it will of course come out in Japan where they still know a good shooter when they see one. We will be reviewing Super R-Type 3 in our December issue, and if we have it our way, we'll have a hand in bringing it out here in the United States ... if it kicks butt!



Dragon Ball Z gets it's second home outing of the year this one is coming out just for December !. These characters continue to gain popularity rapidly





Generous Magic, the new 16 meg RPG from ASCII/System-sacom is due out this Dec.. This game is said to have more detail than any RPG to date. Wow.

Although Bastard won't be available until January I thought you would like to see the game's progress. So I'll show it here each month. Bastard is set up in a real world environment similar to Dark Edge. More next month. Looks good, huh?

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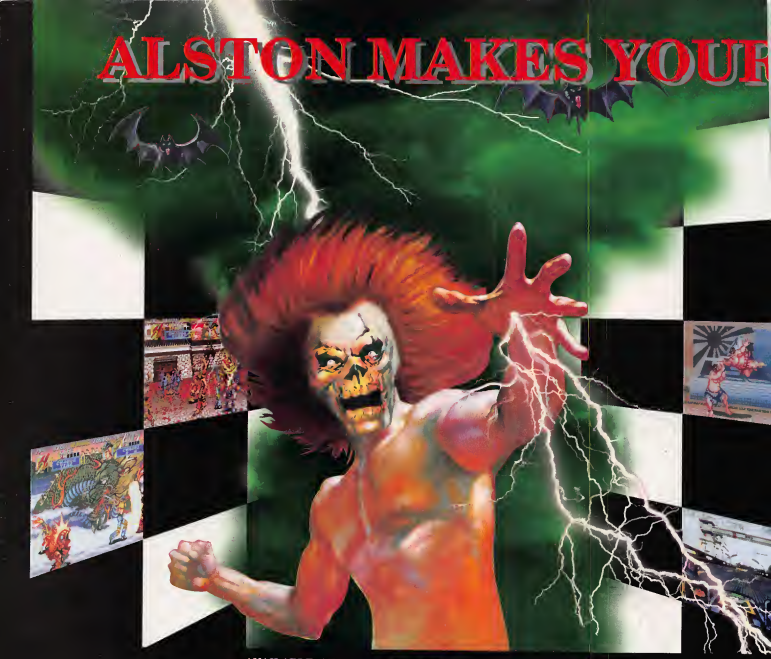
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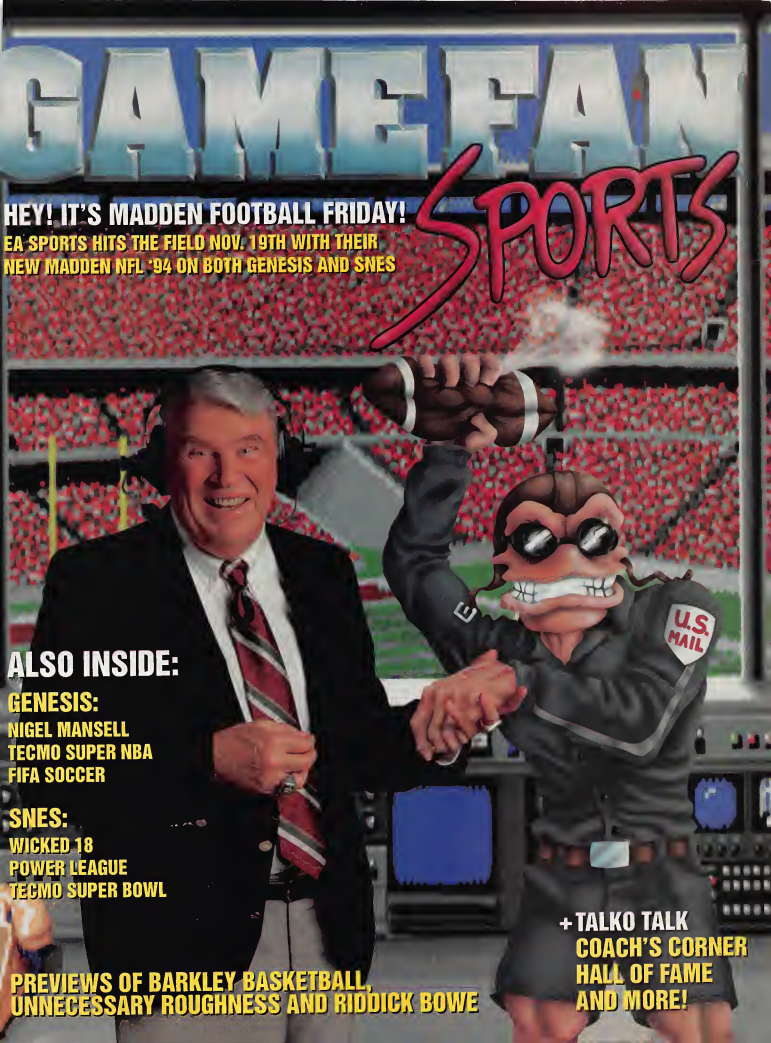
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GAMEFAN SPORTS

HEY! IT'S MADDEN FOOTBALL FRIDAY!

EA SPORTS HITS THE FIELD NOV. 19TH WITH THEIR NEW MADDEN NFL '94 ON BOTH GENESIS AND SNES



ALSO INSIDE:

GENESIS:

NIGEL MANSELL
TECMO SUPER NBA
FIFA SOCCER

SNES:

WICKED 18
POWER LEAGUE
TECMO SUPER BOWL

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PREVIEWS OF BARKLEY BASKETBALL, UNNECESSARY ROUGHNESS AND RIDDICK BOWE



TALKO-TALK

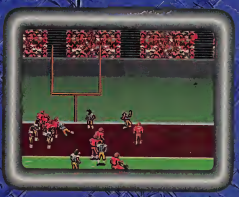
This month, I'm writing my column the day after the legend's arm died. Nolan Ryan's farewell tour was cut short by about two weeks when a ligament popped in his right arm. Ryan has been a class act since the day he walked on to the field at Shea Stadium many moons ago. As I sat back and reflected on what he has meant to baseball, I started to ponder major league baseball's present and the future of the game. The 1993 baseball season, by most accounts, has been a financial and marketing disaster. As unrestricted free agency and short term contracts begin to establish their stranglehold on the game, faceless players are commanding big time salaries and the names that put the fannies in the seats are literally bouncing from team to team, acquiring tons of frequent flyer miles and have real estate agents in every major city. Oakland A's fans are wondering where their team went, season ticket holders in San Diego don't even know if the ball park will be there at the next home game and Dave Winfield, one of the greatest players to ever play the game, just got his 3,000th hit as a member of the Minnesota Twins while most fans still think he's with Toronto and are going to be surprised when he's not in their playoff lineup! We have lost the very core of what made the game of baseball America's pastime; stability. Paul Simon once asked; "Where have you gone Joe DiMaggio?" The answer for the average "superstar" ball player in the 1990s is that he went for the big money in LA, developed an attitude, punched a woman and has retired because of nagging injuries (and two tries at drug rehab) at age 32 with a fat insurance policy income from Lloyd's, a guaranteed salary through the year 2020 and an astronomical income from his advertising agency for "just do(ing) it". Is it any wonder the seats are empty and TV revenues are down? I'm beginning to long for the days when the athlete was a number, not a personality. You don't want to raise our kids? Fine...I don't want you to buy your autograph for five bucks a throw or wear your neon shoes...have we got a deal?



Here it is, the prized jewel of the Madden Football Friday (November 19...mark your calendar!) lineup, Madden NFL '94 for the Genesis...but is it really the best football game? The answer to that question depends largely on your perspective. Madden NFL '94 is a great game. If you didn't buy Bill Walsh College Football, go buy Madden now. If you did, then read on...

The Genesis version of Madden '94 is different from the SNES title in that it makes use of the graphic engine developed for Walsh and it is 16 meg, versus the 8 meg worth of chips found in Walsh and Madden SNES. Madden Genesis also has battery backed-up RAM, which is used to store your season in progress but does not keep statistics. The game does feature 80 teams that you can play through a season with, including franchise teams, and 72 different offensive plays.

The Genesis version of Madden NFL '94 is a tremendous game of football with great graphics, animation and excellent computer game play. They have improved the passing mechanism to the point of near perfection and the new point of view allows you to freely pick-out receivers in the open field or when using the passing windows. The game also moves forward the tradition of pin point control that has been the hallmark of the Madden series. When you











play Madden, you feel and know that you are the master of your own destiny.

The only issue I have with the game is that it doesn't track statistics or league leaders. This is what muddies the waters somewhat if you're a Walsh owner. Are the NFL license and the great teams reason enough to buy Madden in addition to the college game? Also, for owners of both the Genesis and SNES, you have a real decision on your hands. Graphically, I prefer the SNES version over the Genesis title and there are control and game play improvements in the SNES game that equal and, in some cases, surpass that found in the Genesis Madden. To some, these comparisons may seem kind of picky, but football game development has gotten to a point where it has become these issues that separate the wheat from the chaff.

All this adds up to is a problem that most publishers can only dream about having...three of the best football games ever made all competing against each other for the title of Football Game of The Year. The question is, which one do you choose? The answer of any Sports Editor worth his salt would be "all three, of course" (this answer really warms the cackles of EA's heart) but the average sports gamer will have to make a decision. In any case, you can't lose...it's just a matter of which way you want to play! - *Talko*

































I tell you folks, you want a racing game done right? Give it to Gremlin. This British development house has steadily earned an excellent reputation for developing the best driving simulations around. Just look at this partial list; Top Gear, Top Gear 2, Lotus Turbo Esprit Challenge, Nigel Mansell on the SNES and now a game that can legitimately make a claim to being the Pole Position of the 90's, Gametek's "Nigel Mansell's World Championship" for the Sega Genesis. NMWC has play value that makes it, along with Domark's F1 World Championship, one of the best racing games for the Genesis. The first thing experienced driving game fanatics will notice is the intelligence of the computer controlled vehicles. With Mansell, success is not simply a matter of powering up your car until the space shuttle couldn't catch your tail lights. You must accelerate, lay off, brake and move (remember...heal-toe, heal-toe). If you are in a tight turn, there is no way the computer drivers are going to let you slide by...they see you and they're trying to prevent a pass. The feel and movement of your car is another area where Gremlin had paid a lot of attention to the details. Every twitch of your control pad has a corresponding vehicle movement and you never get the feeling that you're out of control or that the car has done something completely unauthorized by you. As they have in the past, Gremlin has also produced a graphic environment in NMWC that is colorful, fast and has varied terrain for each race track. There are a total of 16 courses, representing the 16 countries that host F1 events, that throw at you all of the weather, tunnels, trees, poles and road signs that you can handle. In addition, your car is shown in classic Pole Position/Out Run style and has quite a few frames of animation, allowing for more realism in car movement and spins. Mansell himself is also at your disposal to offer advise through a training mode (although he is way too conservative on speed to really help you succeed in the F1 events). The game also allows you to play through an entire 16 race season through a password save feature (it's tough to read, the clearer your screen the better). Feature for feature, Nigel Mansell's World Championship is one of the best home racing games ever made. The game is definitely a keeper and one that you will find yourself coming back to often. *Talko*



















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TECMO SUPER BOWL

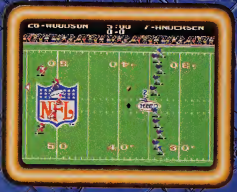
























Tecmo Super Bowl on the Genesis is straight ahead arcade football action at its finest. The Genesis version is essentially a direct port from the old NES game, but with enhanced close-ups and a few options not found in the 8-bit title. When compared to the latest versions of Madden, Montana and Walsh, the graphics and simulation qualities of Tecmo Super Bowl are not equal to the lofty standards set by those titles. What TSB does have, however, is an addictive quality to its arcade action that is enhanced by the ability to play with all of the NFL players and teams and to save your season, stats and league leaders to battery.

The inclusion of these save features is critical to the success of the game. This is what keeps you playing TSB and gives you a level of interest beyond beating any particular team. The ability to play a fast action, arcade football game with stats and a progressive season is what makes this game fun and also what separates it from the competition. If you are asking yourself whether you should buy TSB or the new Madden or Montana, my answer is this; unless you are a heavy arcade-only game player, TSB is not going to satisfy your football needs. On the other hand, I can't imagine any football fan not wanting to own this game. Don't be put off by Tecmo Super Bowl's 8-bit look. This game has play value to burn and season play and accumulating stats that make you want to play it again and again. *- Talko*

FIFA INTERNATIONAL SOCCER

EA SPORTS 4 PLAY 4 GAMES DEC









Finally! The ultimate soccer simulation has arrived and, as you've probably guessed, it comes to the Genesis courtesy of EA Sports.

The options list in FIFA International Soccer is long and varied. The game features tournament and league modes with EA's new 4-Way-Play adapter fully supported, manual or computer controlled goalies, instant replay, scanning goalie and corner kick windows, different weather conditions, and the ability to configure teams in different offensive/defensive play formations. Every international team is rated in six different skill areas and there's even an EA All Stars team comprised of some of the producers, marketing people and programmers and artists that helped produce the game.

















The game features an unparalleled level of control over your players. They can lob, chip, pass, shoot at different heights and directions, volley, bicycle kick and back heel. All of these moves are under your control and are based on the position of the ball and the relationship of your player to the opponent. The 3/4 graphics and excellent animation are the best ever seen in a 16-bit soccer simulation. The designers have even seen to it that the crowd is fully animated with all of the singing and chanting that is so prevalent at European contests.

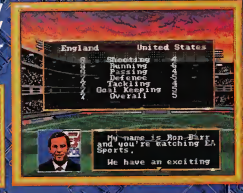
EA Sports has THE definitive soccer (football for our European friends) game on its hands. Look for a full review of this great title in the December edition of Game Fan Sports when Dr. E will tackle the game head on and show you why America is about to get a heavy duty case of World Cup fever.

- Talko









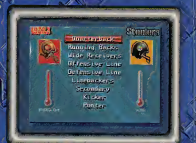




Joe Montana may have moved on to Kansas City, but his gaming legacy is alive and well at Sega of America. NFL Football '94 Starring Joe Montana is 16 meg of incredible pro action. This game has every option you can think of...and then some. Montana '94 starts with both NFL and NFLPA licenses and adds to that multiple viewpoints (including the new, behind the quarterback, "scaling" view), a full NFL season with player statistics saved to battery backed-up RAM, unparalleled animation, fantastic close-ups and an improved passing game. It's been three years since the original Montana Football was released. Over this period of time, Sega's series has been playing catch-up with the Madden series by EA Sports. Sega has always had the technology: with digitized players, Sportstalk and the like, but the game play wars always went to Madden. NFL Football '94 Starring Joe Montana is attempting to change that and, from what we've seen so far, Sega Sports may have just created the world class vehicle they need to launch their extensive line of sports titles for '94. We will be back with a full review on the new, Kansas City Joe and a head to head comparison to Madden NFL '94 in the December edition of Game Fan Sports. *- Talko*





















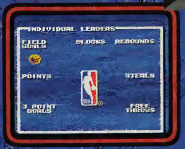




TECMO 2 PLAYER - 8 MEG - NOW









Genesis fans can now experience the thrill of Tecmo Super NBA Basketball, the top selling and best playing basketball game on the SNES!



TECMO SUPER NBA BASKETBALL

The Sega version contains all of the features found in the SNES game, including; animated close-ups, full seasons saved to battery with individual and team statistics saved to battery backed-up RAM, excellent, arcade style









game play with the best play mechanics on a 16-bit basketball game and an extensive league leaders board, that keeps track of offensive and defensive statistical leaders. The NBA teams have been updated to include all of last year's player transactions, with the exception of 1993 off-season roster moves and player statistics have been updated as well. I have been looking forward to this game for the last year and am hopeful that the play mechanics and speed that made the SNES version the great game that it is will also be found in the Genesis game. Tecmo Super NBA Basketball is scheduled for a late November/early December release. We will have a full review in the next issue, just as the NBA season gets into full swing. - *Talko*





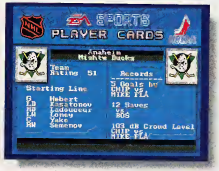




NHL® '94 is Gilmour deking by Belfour. A MacInnis blast from the point. Robitaille crushing a one-timer. Moog smothering the puck with a double pad stack. Lindros enforcing with a perfect board check. Yzerman going back door.

'94 GAME HIGHLIGHTS

- EVERY NHL TEAM
- EVERY NHL PLAYER
- EVERY NHL LOGO
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- ONE-TIMERS
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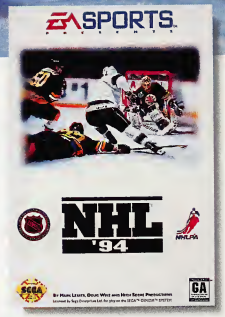
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Coach's Corner

Success in Madden NFL '94 on the SNES depends largely on success in the passing game. There are some key elements in this latest and greatest version of the game that, if accounted for, will give you a quick advantage over your opponent.

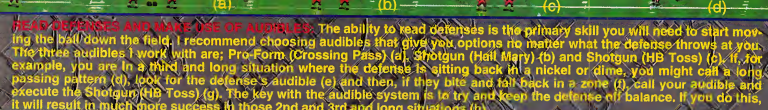


SEND A GUY IN MOTION: The "Hail Mary" pattern in the Shotgun formation is a good example of how this can be applied. By sending receiver "B" in motion (a) you should be able to draw the cornerback to the line of scrimmage in single coverage (b). This will greatly enhance your chances of hitting the bomb with receiver "Y" (c). If the cornerback doesn't bite (d) then the defense is probably going to sit in a zone (e). At this point, your best option is to call an audible for a halfback running play. The man in motion can also be used as a blocker. One of the best ways to stack the strong side on a sweep is to take your flanker in motion (f) and have him move toward the sweep side of the field (g). This way, you will have a "loaded" strong side in that the flanker will effectively give you two more blockers at the point of execution (h) and your halfback will have a greater chance of breaking free (i).





READ DEFENSES AND MAKE USE OF AUDIBLES: The ability to read defenses is the primary skill you will need to start moving the ball down the field. I recommend choosing audibles that give you options no matter what the defense throws at you. The three audibles I work with are; Pro-Form (Crossing Pass) (a), Shotgun (Hail Mary) (b) and Shotgun (HB Toss) (c). If, for example, you are in a third and long situation where the defense is sitting back in a nickel or dime, you might call a long passing pattern (d), look for the defense's audible (e) and then, if they bite and fall back in a zone (f), call your audible and execute the Shotgun (HB Toss) (g). The key with the audible system is to try and keep the defense off balance. If you do this, it will result in much more success in those 2nd and 3rd and long situations (h).



MAKE USE OF THE FULL FIELD VIEW: Although the passing windows in Madden are the most accurate in the business, on the long passing patterns and plays over the middle it is better to keep the entire field open (a). The Pro-Form (Crossing Pattern) play is a good example. By keeping the field view, you can see receiver "X" making his move toward the middle of the field (b) and make a quick check to see if he has found a seam in the zone (c). If he is open, HIT IT quickly, followed by "Y" and you will cycle through the passing windows and fire it to the streaking flanker (d). This normally results in a 15-20 yard gain. Success in Madden NFL is a product of understanding the subtleties of an offensive game plan. If you master the strategies of play calling, then you'll be playing in the Super Bowl in no time. - *Talko*



TECMO · 2 PLAYER · 8 MEG · NOV.

TECMO SUPER BOWL



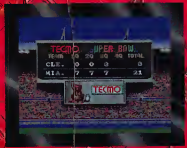






Team NFL

The SNES version of Tecmo Super Bowl arrived in our offices the other day and my life hasn't been the same since! Not simply a knock off of the Genesis or NES titles, the SNES game offers additional features not found in those games. TSB has Mode 7 close-ups, additional player animations and more colorful graphics than its NES or Genesis cousins. The game also features the same great arcade style game play and season and player statistical tracking. The focus in Tecmo Super Bowl has been placed on creating a fun to play football game that provides the player with long term objectives that spice up the game and give you other reasons to play other than just beating a single opponent. The play book is extensive and the options list and statistical tracking is impressive. The only noticeable omission is an instant replay feature. Tecmo Super Bowl is scheduled to appear on retailers' shelves in November and your best bet is to pre-book now because, along with the new Madden '94 on SNES, this is the cream of the Nintendo football crop and it will move quickly. - *Talko*









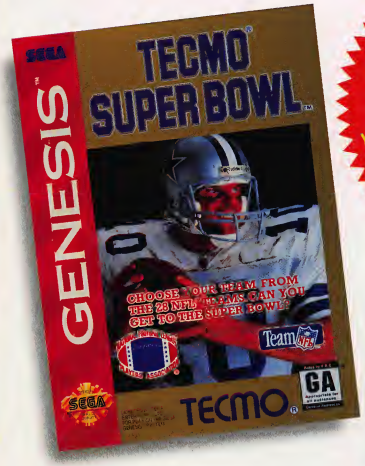




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RECEIVER SUBSTITUTIONS.
YOU CAN CALL A TOUCHBACK.
UPDATED TEAM ROSTERS.
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TECMO® 16 Bit SPORTS™

In November of 1991, Tecmo launched the original Tecmo Super Bowl. The demand for Tecmo Super Bowl was so great that most stores sold completely out of stock within a very short time. We strongly suggest you contact your local game retailer and reserve your copy now.

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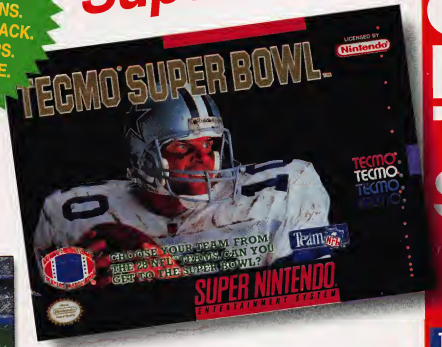
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Team NFL™

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DSP Tennis

TELENET-1PLAYER-8MEG-NOW JPN





Pass the Dramamine, Walter!



Check out the gams on Chrissi



Ow! My knee, my knee!











I have been convinced, for some time now, that tennis games have basically gone as far as they can go on 16-bit. Then, we received Davis Cup Tennis from Tengen and Wimbledon Tennis from Sega. These two titles essentially redefined video tennis for a new generation on the Genesis.

Now, Telenet of Japan and Wolfteam take tennis to an entirely new level with their DSP Tennis (working title) for the SNES. For lack of a better term, this game is "sports role playing" in that the game allows you to play through an entire career, from the clay and asphalt of your local tennis center to court #1 at the majors. Along the way, you're offered encouragement from your coach (and criticism) and cash awards for matches where you are victorious, all saved to the game's battery back-up.

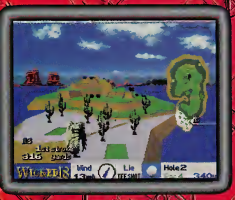
What separates this tennis game from the rest, however, is the 3D environment and the incredible play mechanics. The game environment can almost be called "virtual reality" in that the way the horizon line adjusts to the height of the ball is just like you were moving your head to see it. If you are to succeed in the game, you have to be able to follow the ball to the point of impact (whether that is the court or your racket) and make your shot selection based on your location on the court, the position of the computer player and your proximity to the ball.

The other key to success is managing your shot selection. In DSP Tennis, you can; hit with top spin, cut the ball, lob, hit flat shots and direct the ball left, right, deep or short. The game plays like a dream and, for anyone who has played competitive tennis, all of the strategy, movement and skill required to succeed in the real thing is required of you in this game.

When reviewing a sports title, "feel" is probably the most important aspect of the game and it is the hardest to define. Telenet and Wolfteam have got the "feel" of tennis in this game and, when you combine that with the true 3D perspective, you have the best home tennis game ever made. - *Talko*

WICKED 18

BPS - 1 PLAYER - 8 MEG - NOW







This is a hacker's nightmare! When Bullet Proof Software named this golfing fantasy world "Wicked 18", they weren't kidding. Imagine a miniature golf course from hell that plays about 6,800 yards and defies all of the laws of gravity and you've got a nasty, nasty day on the links.

The game play in this title is similar to the previous T&E Soft golf games in that you have a pseudo first person perspective in a polygon world where the camera adjusts to follow your ball. You can play in tournaments, skins matches and stroke play and you can keep track of your individual stats and resume play in the middle of a round.





From the first hole on, you are faced with challenges that range from greens that are elevated over 100' in the air to stalactite fields in the middle of a fairway and lava beds. If you don't map out a strategy for each hole, you're going to be looking at scores in the mid-100s and up. It definitely isn't a matter of "grip it and rip it", for example; there are holes on the course where, on a par 5, you have to tee off with a wedge! If you try your driver, you'll end up in a little corner of golfing hell that you may never escape.

Wicked 18 is the best in this series of games. The graphics are colorful and the screen update is fairly quick. It is the game play, however, where W18 really shows its stuff. By incorporating unique fantasy elements into the game, T&E Soft and Bullet Proof have produced a golf game that will appeal to casual enthusiasts and dedicated golfers alike. Tee time is October...good luck! - *Talko*













POWER LEAGUE



Power League Baseball is the newest entry into the crowded Super Famicom/SNES baseball game market. I know...I can here you out there with your collective sigh; "Oh, no not another Japanese baseball game with those little fat characters" (dunga, dunga dung...dunga dunga dung). Before you blow this game off, however, read on...

Power League is a very impressive game. In fact, I'd have to say that it is the best Japanese baseball game that I have played. Yes, the music is obnoxious but the game play just won't quit. The characters are drawn and animated like adult athletes, not little, fat kids from the planet Squatto. Home runs are treated with the emphasis that they deserve, the players can actually throw the ball to the desired base without it bouncing thirty times and the game features all of the Japanese professional teams with a full season to battery, stats and league leaders.



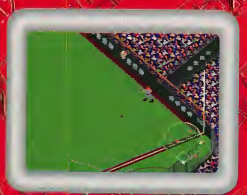
The league leaders option is one of the coolest things in the game. It is treated as a post-game sports highlight show where the current game is analyzed, the standings are updated and the batting and pitching leaders are shown. In addition, the show's hostess treats you to instant replays of all home runs in the game. The game also features a home run contest, multiple stadiums, day and night games and the ability to edit teams. Best of all, Power League makes you feel like you are in the game. A shutout has to be earned through excellent pitch selection and knowing the other players' tendencies. A home run is not just a matter of good timing but must also take into account pitch location and recognizing where the opposing pitcher is trying to work the ball.



Hudson Soft has designed an excellent baseball simulation that pays attention to most of the details that make the grand ol' game America's (and Japan's) national pastime. Power League is scheduled for American release in late '93/early '94. Let's hope that Hudson Soft of America gets the Major League team and player licenses. If they do, then baseball fans will rejoice at being given the first true, fun to play, baseball simulation on a home system. - *Talko*
















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HEARNS
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DURAN
ROBINSON
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• "... a blast to play." -Game Players Nintendo-Sega
• "... as close to the ring as I want to get." -Game Informer
• "... sets new highs for realism and audiovisual effects. From now on all other boxing games are obsolete!" -Arnie Katz, Editor, Electronic Games
LET'S GET READY TO RUMBLE!™
1:58
1:04
1:30
2:04
2:05
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EA SPORTS - 5 PLAYER - 8 MEG - NOW

NHL 94

SNES owners rejoice! EA Sports has come through for you again. First, we get the overhauled, revamped and highly enjoyable Madden NFL '94 and now NHL '94 can be put on your wish list too! Many of the features found on the new Genesis version have made it to the SNES as well. Season stats, penalty shots, bone-jarring checks and lightning fast game play are all included, just to name a few. What really impresses me, however, is the crispness of the graphics; we're talking sharp! The ice is almost mirror like in appearance and the players are so detailed, I swear I can see stubble on some of the players' faces! OK you say, enough about the pretty pictures, how does it play? It plays like you would if you had the coordination, speed, talent and presence of the great one or the real Super Mario! The skating, passing and overall feel make playing NHL '94 a treat and all the skills you'll develop over the course of the season will make coming back for another season even more enjoyable! Here's a most helpful and insightful tip: after centering the puck, IMMEDIATELY let loose with a slap shot and you'll be able to slip one past the goalie. This takes a lot of practice and supreme reflexes...so keep trying! Boy...what a difference a year makes! NHL '94 is testimony to the evolution of video games. Everything I'd hoped last year's NHLPA '93 would be (but wasn't) is now securely held together in a little black box; crisp graphics, terrific sound effects and killer animation. You may not hear from me again until the ice melts! -D-E





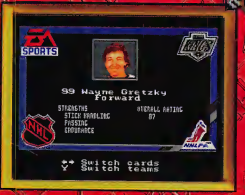














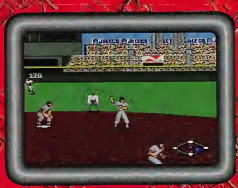


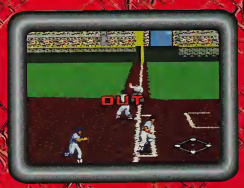
Jaleco's Super 3D Baseball

JALECO
BASEBALL
2 PLAYER
12 MEG + DSP
AVAIL.1st QTR.

Here's a sneak preview of what could be the best baseball game to appear on the SNES, Jaleco's Super 3D Baseball (working title). This game breaks all sorts of technological ground in that it is the first game to use Mode 7 in both a horizontal and vertical plane simultaneously (thanks to the on-board DSP). The end result, as you can tell by the accompanying screen shots, is sort of a "Virtual Reality" where you play the game, almost entirely, in a pseudo first person, 3D environment. As cool as this technology may be, Jaleco didn't just load the game with whiz-bang graphics and forget the game play. The game will allow you to play a full season with standings and statistics saved to battery backed-up RAM and player control is excellent, which is rare in a Mode 7 environment. We put together this preview from the Japanese version of the game. Currently, Jaleco USA is tweaking with the game and working all of the bugs out to make it ready for the demanding American market. Look for the game to appear on these shores in the spring of '94. Talko























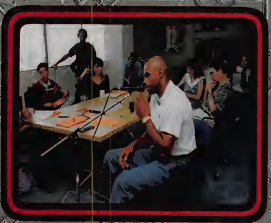


Play in Progress

Behind The Scenes at Accolade w/ Charles Barkely

This month in Play In Progress we go behind the scenes at Accolade, where they are hard at work on "Unnecessary Roughness", their new Genesis football title (16 meg + battery), and a basketball game that is being developed with the help of Charles Barkley of the Phoenix Suns. In an exclusive interview with Game Fan Sports, the design team on Project Barkley gave us some insight into what we can expect from their new dribbler. The game will incorporate more of a "street feel" in the game with large characters and fast-paced action where the physical nature of Barkley's game will be incorporated into the design of the game. To that end, the game will include digitized voice samples ranging from "Give me some pain" to "Buy Accolade product if you know what's good for you" Sir Charles has played all of the b/ball games currently available and feels that his game will blow the competition away. Look for the game to have some interesting new graphic features with season capabilities and statistics and for it to weigh in at around 16 meg. The pictures you see here are from early design sessions... Accolade plans for the game to be released on both Genesis and SNES during the first quarter of next year...Next on the agenda...it arrived too late to make it into the November issue, but Riddick Bowe Boxing from Extreme for the SNES looks to be a real contender. We'll bait you with a few screen shots here and give you a full review next issue...Speaking of boxing, Sega also snuck one in on us under the wire, Greatest Heavyweights. This game seems to take Evander Holyfield and put a historical twist to it. We'll review the game next month...Sony has decided to delay ESPN Baseball until spring training next year. The game looks great but the folks at Sony have decided that they want to make sure that, when this product hits the market, they have the best baseball simulation...ever. We'll keep you posted.













HALL OF FAME

Welcome to the Hall of Fame, where great performers from the past are honored, for the benefit of those new system owners who may have never played the game and to revive sweet memories for those of us who have already enjoyed them.

First off, we blow the dust off of the original Joe Montana Football for the Sega Genesis. This game has a very interesting history. Back in the fall of 1990, Sega of America had three different versions of the game in development and none of the titles were what they had hoped for. In the mean time, Park Place and Electronic Arts were finishing the original John Madden Football and the



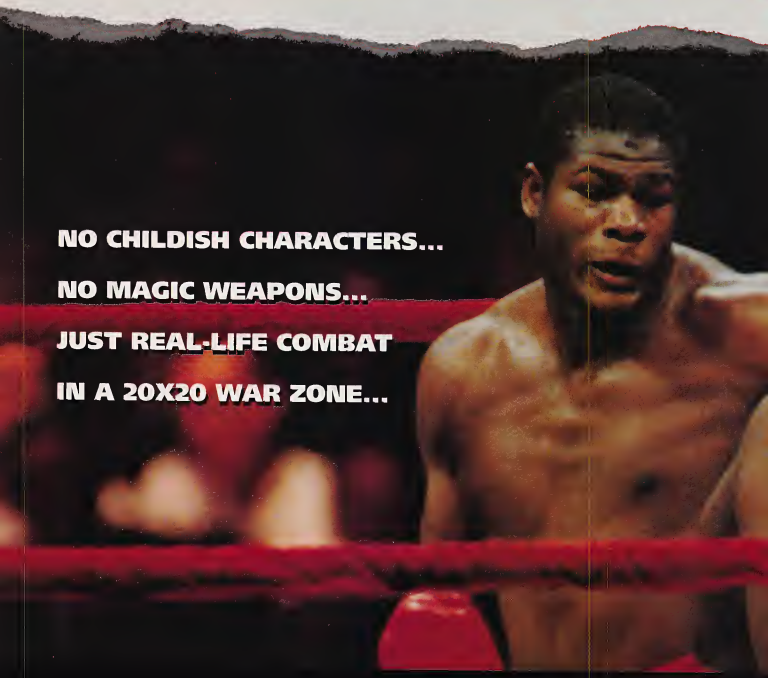
game players at Sega were freaking out over this revolutionary game. Sega decided that they had to have a product that could, at the very least, come close to the level of quality that was present in Madden 90. Desperate to make the Christmas season, Sega handed over the reins to the EA team and they took the basic elements of the Madden game and brought them into a top down perspective.

The game never succeeded on the level that Madden did, although sequels have been narrowing the gap over the past three years, but the game play, especially the "in the face-mask" passing game, was excellent for the time and the play mechanics have held-up reasonably well in the face of today's more advanced competition. The only major flaw in the game was that it was too easy to absolutely blow the computer opponent off of the field. When I was playing Montana regularly, it was common for my team to pass for over 600 yards and score upwards of 80 points. The game is not currently available through the "Sega Classic" label but can be acquired through rental outlets and used software dealers. - *TaMo*



WHEN YOU'RE TIRED OF FIGHTING IN THE STREETS...

STEP INTO



If you're finally ready for a real challenge, get off the asphalt and step into the ring, where Riddick Bowe is King—and you're just another two-bit contender.

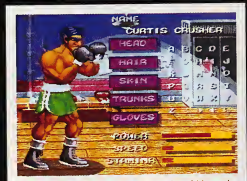
But be warned! Red leather does things to your face you can't even imagine—especially when it's attached to the business-end of a 6'5" battering ram with the burning desire to cram your mouthpiece down your throat.

So if you think you've got what it takes to bring down Big Daddy, put on the gloves...and leave the dreamland fighting to your little brother.

THE RING.



Be "Big Daddy" in 2-player mode and clean your buddy's clock with jabs, hooks, uppercuts and rib-cracking bodyshots.



Create your own boxer—from the color of his trunks to the power of his punch—and go from a no-name punk to a top-ranked contender.



After each fight, unload on the speed bag, lace up a new pair of super-lite noggin-splitters, or go a few rounds with the mega-gym.

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- **Battery back-up allows you to create and save up to seven of your own contenders in Career Mode**
- **25 ranked fighters and 65 boxers in all—each with his own personality and fight style**
- **Fighters age realistically throughout their careers**
- **Individual body and head damage meters**
- **Cool blow-by-blow sound effects**
- **Extensive punch selections—even blocks and verbal taunts**
- **Individual round and career stats**
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QUARTER CRUNCHERS





STREET FIGHTER II

The New Challengers

COMBO GUIDE



Ken

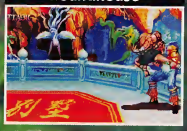
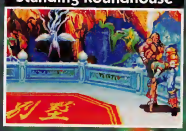
Hurricane Kick (3 Hits)	Low Forward	Fierce Fireball
		

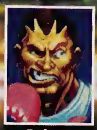
Backdoor Roundhouse	Standing Fierce	F-Dragon Punch (3 Hits)
		



Sagat

Roundhouse	Standing Roundhouse	Tiger Knee Crush
		

Roundhouse	Standing Roundhouse	Tiger Uppercut
		



Balrog

Strong	Low Short	Buffalo Headbutt
		

SMASH YOUR OPPONENT!



Vega

Backdoor Roundhouse



Low Forward



2 Low Strongs





Dee Jay

Forward



2 Low Jabs



High Jab



Double Rolling Sobat



Tap all 3 punch buttons rapidly during the Machine Gun Uppercut to recieve the full effect!!!

Fierce



Low Jab



Machine Gun Upper (4 Hits)





Cammy

Roundhouse



Standing Fierce



Thrust Kick





T. Hawk

Backdoor Down Fierce

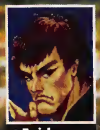


Standing Strong



Rising Hawk





Fei Long

Use this killer combo to dizzy your opponent. After this, decimate the enemy with a tripple hit Rekka Ken (Running Punch)!!!

Roundhouse 1-2 Kick (2 Hits)



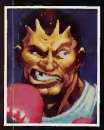
Low Fierce





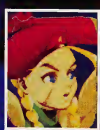














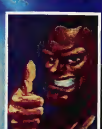






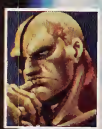


Once again, here we are in Quarter Crunchers showing you what's hot at your local arcades and the latest combos for the newest sequel to the most popular game of all time, Street Fighter 2. While Super Street Fighter has just hit the arcade scene with a huge rumble, we here at Game Fan, namely K. Lee and myself, have received the game, played it for more than 100 hours and are now ready to show you these exclusive combos that you won't find in any other game publication, or anywhere else for that matter, because you're truly and Mr. Combo have discovered the best and only combos seen to date that really work. If mastered correctly, they will improve your game play by about 30%. Also, check out the cool ending shots from the new characters. One reminder for all you combo experts out there is, if you think you've discovered any new combo or have seen a new combo that we didn't show, send it in! Show or explain how to do the combo and, if it's effective, we will show your combo in Hocus Pocus and your name will appear next to that combo. The Enquirer









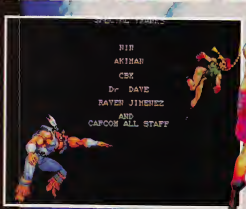




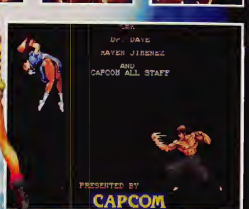












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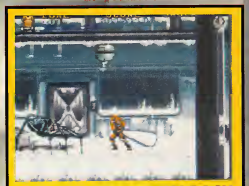
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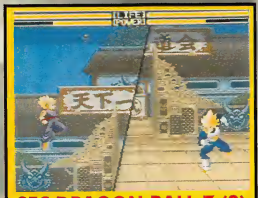
NEO FATAL FURY SPECIAL
RELEASE: NOVEMBER



SNES EMPIRE STRIKE BACK
RELEASE: NOVEMBER



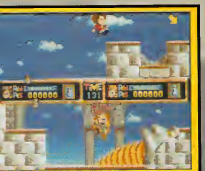
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We've been hearing about it for the past year. We've been waiting to see if the technology was really as advanced as they said it was. We've debated its merits and marketability and turned over every rock to find a review unit. Finally, it has arrived...3DO! As you all know by now, Crystal Dynamics' Crash & Burn comes packed-in with the system and it will be the only real action game to be available until CD releases Total Eclipse in November...this is not a problem. Crash & Burn, in addition to being the most technically advanced 3D game to ever appear on a home system, is an incredibly addictive, challenging and fun to play game. There are 6 different circuits to master with 30 tracks and a number of















different weapon systems to choose from. The game play is sort of an advanced version of Road Rash but it is MUCH more sophisticated. Playing this game is like being transported to some mystical gaming heaven. The texture mapped polygon graphics are the most advanced this side of Daytona and the twisting roads with their warping horizon lines and scaling clouds are a thing of beauty. The full motion video used in the intro and for the circuit champions and player selection screens is perfect with excellent voice. Another cool thing is the weapon selection screen in which you are treated to an animated sequence of your weapon as it will appear on your vehicle. The design team at Crystal also employed something we haven't seen before























in a game. In Tournament mode, your progress is saved to the unit's memory. The game allows you three continues but the catch is that, when you use up the continues, the game is erased from memory. This feature adds to the challenge of an already difficult game. The keys to the game lie in understanding the different drivers' strengths and weaknesses and in planning your weapon selection. Once you are on the track, you've got to know when to shoot and when to simply move past trouble. Also, keep an eye on your meters. If you're flashing red, it's time to hit the pits and always watch your rear view mirror and course map.



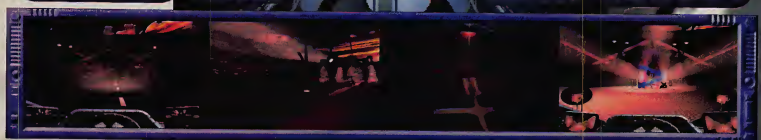






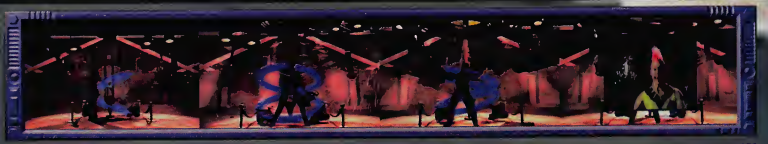








They will let you know if you have time to pit without losing your place or if you have to try and make that last lap with flames shooting from your car. Crystal Dynamics has done an incredible job in a short period of time and have established a bench mark on 3DO that should have gamers everywhere frothing at the mouth for their next release. I have seen the future and the future is 3DO... - *Talko*



Welcome to the R·E·A·L World

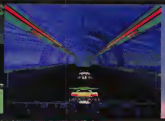
Remember when you made the jump from 8bit to 16bit? When you sat in front of the TV staring at Altered Beast in total amazement? Well, that is the same feeling you'll get the first time you play Crash n' Burn on the 3DO, only magnified by about 10 times. Now that we actually have units here at Game Fan I can honestly tell you that this truly is the next level... and then some. Also packaged with the unit is everything you see below plus a whole lot more that wouldn't fit.



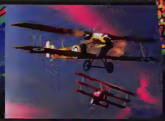
There is stuff to play with, previews to see and actual cartoons to watch, and it is all far beyond anything we are playing today. Now we'll sit back and wait for the games since they are ultimately what will decide the success of the system. The hardware itself is absolutely mind boggling! See you next month with more 3DO.



3D Adventures



Mega Race



Red Baron



John Madden



3D Football



Twisted



3DO Road Rash



World Builders Inc



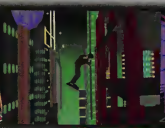
The Incredible Machine



Mad Dog McCree



Battle Chess



Universal Studios Orbital



Total Eclipse

Sample text for you



Jurassic Park



Star Trek The Next Generation



Look at all the cool stuff you can play with while you wait for the next game!











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HANDS ON PORTABLES



The Game Gear just keeps getting better and better. Son of Chuck is another great second generation winner. Developed by Core for Tengen, Chuck two rivals a lot of today's 16 bit games. It has great color, excellent control, Genesis quality graphics and OK sound(that's all the GG is capable of). Although this version doesn't sport the special effects found in the Genesis cart (how could it, it's a flippin' handheld) it does have special qualities all it's own, like big bosses, cool chucky voice (he whines) and smooth animation. I think that Sega has a good little machine here. Now that some great titles are popping up I take my GG everywhere and from now on I'll be takin' Son of Chuck with me. I score Son of Chuck a GG 95%



Fantasy and Creatures of Lore

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From the Imagination Series



Sega Genesis screen shot shown.

SNES screen shot shown.

Once upon a time, an evil wizard cursed a dragon and six magicians, sealing their powers in shining gems. The King of Ishmeria inlaid the gems in a crown he called Gemfire. Discovering that the crown held special powers to help his people, he worked great deeds to restore their towns and fields. But the day came when the crown passed to an evil King. He used the powers of the crown against his people until Princess Robyn released the gems.

Now, the spell of Gemfire is broken, and you are in search of its magical stones!

Sega Genesis screen shot shown.



Rivers and fences can aide your troops when you forge into war.



Restore your kingdom to prosperity by developing and working the fields.



With a gem in hand you control the powers of a magician.

SNES screen shot shown.



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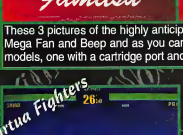
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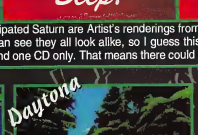
Welcome to Volume 1 of GameFans "Japan Now". In this section each month, I'll bring you updated information and rumors from Japan. We start off this month with Sega's new 32-bit machine code name **Saturn**. Although Sega is thinking of upgrading the system to 64 bit we'll stick to the information currently available.

There have been many rumors concerning this next generation machine. Now, we've got the concrete facts. The system is named 'Saturn' because it is Sega's sixth new piece of hardware and Saturn is the sixth planet in the Solar System. Saturn makes use of an advanced 32-bit RISC processor and a 4x speed CD drive. There are multiple DSPs on the motherboard and it has 32-bit PCM digital sound hardware. The Saturn can simultaneously display over 16 million colors on screen and can pull-off on-the-fly rendering, light source shading, advanced texture mapping and other cool graphic tricks. It can process over 30,000 polygons per second and will support the MPEG system for video data storage which means that the system will be able to play video with close to SVHS quality. There will be no compatibility with the Mega Drive or MD/CD and the new hardware is also going to be used in future Sega arcade games. With Saturn, it is possible to port games like **Virtua Fighters**, **Daytona** and Out Runners directly from the arcade. The Saturn will be produced in two different configurations; one that is both cartridge and CD-ROM based and one that is cartridge only. These specifications are not final yet but Sega has announced that they plan to release Saturn in Japan by November, 1994. The general feeling from our sources in Japan is that the Saturn is superior to Sega's current 32-bit arcade hardware. If this is so, then there are going to be many thrilled, bleary-eyed gamers when the system is released next year-happily zooming through Virtual Racing and Rad-Mobile. In other Sega news, Treasure, the incredible new developers responsible for Gunstar Heroes, have announced that their next title. It will be designed by the team who created Treasure Land and will make use of that same engine.....more soon.



These 3 pictures of the highly anticipated Saturn are Artist's renderings from the 3 big Magazines, Famitsu, Mega Fan and Beep and as you can see they all look alike, so I guess this is it! Notice that there are two models, one with a cartridge port and one CD only. That means there could ultimately be two price points.





Tentative Saturn Specs

- **Main CPU, 32 bit RISC chip**
- **Several DSP chips are onboard.**
- **Software is CD-ROM and Cartridge.**
- **4x access speed CD Drive.**
- **Re-Writable CD-ROM (can memorize).**
- **More powerful than System 32.**
- **16,777,216 colors on screen at once.**
- **Possible to process Computer Graphics and Texture Mapping, etc.**
- **PCM32ch Digital Sound.**
- **Match MPEG (option).**
- **No Compatibility with 16-bit machines. (MD and MDCD)**
- **There is a possibility of "Virtua Fighter" or "Daytona"to be translated as the first Saturn title.**

In other news, our Assistant International Editor, T.J., has been hard at work collecting the following bits of news...

Let's get started with the latest **Super Street Fighter 2** information. We have heard that Super has been released just to keep consumers busy until the next generation Street Fighter game comes out. There are plans to release a brand new SF game (it is not **SF3**) by the end of '93/beginning of '94. We don't know anything about 3 yet, but it is in development. It seems like Capcom of Japan has a full line-up of arcade games with SF2 characters for '94, including a remake of SF and SF2 Turbo.

There is a sequel to World Heroes 2 called **World Heroes Jet**. Sounds familiar, don't you think? Turbo?...Jet? It will be twice as fast as regular WH2. Here is some more sequel information: Samurai Spirits Two (Samurai Shodown in the US) is scheduled to be released in February of '94. We don't know the release date yet, but Raiden 2 and the sequel to Banpresto's popular Gundam one-on-one fighting game are also in development right now.

When I was at the JAMMA show this summer, I noticed that the SNK booth was attracting huge crowds with Fatal Fury Special...I found out why. One of the Capcom planners of SF and SF2 moved to SNK and developed **Fatal Fury Special**. No wonder, Huh?

Just prior to press time I learned that the official release date for **Nintendo's Project Reality** will be September 95. They will debut a prototype in Las Vegas at the Winter CES and then officially unveil the finished system in January '95.

Sega held a press conference in Japan on 10/13/93. It was all about Sega tying up with a popular F-1 Racing TV company to develop an awesome racing game for the Mega CD. The release date is scheduled for April 94. This new title will feature compressed full motion video that will take the Mega CD to it's limits. I'll try to get some shots for next month's JN.

INN Interview!

Recently, GameFan's Assistant International Editor, T.J. traveled to one of Japan's newest game development companies, Sega Falcom. Many of you know Sega Falcom as the company that announced the Mega CD title; "Sister Sonic" and as the makers of Y'S one of the biggest RPG's of our time. We interviewed their Marketing Director, Mr. Kaz Yano, and here's what he had to say!

GF: Tell us a little bit about the history of Sega Falcom.

KY: Our company is a joint venture between Sega Enterprises and Japan Falcom. When Sega released the Mega CD , they wanted to make games that couldn't be done on cartridge. They wanted EVERYBODY to play theses games, not just game enthusiasts. We call this type of development true "Multi-Media Software" and this company has been established to create these incredibly inter-active games, such as Popful mail and Y'S.

GF: How many people does Sega Falcom employ?

KY: Sega Falcom has 23 employees. We currently have a staff consisting of 5 programmers, 5 designers, 2 musicians and a strong support staff.

GF: How old is the average SF employee?

KY: The youngest is 20 years old...the oldest is about 25.

GF: Could you give us your observations on the differences between the Japanese and American markets?

KY: This industry is really interesting because there are only two main platforms; Nintendo SF/SNES and Sega Genesis. NEC also has a presence, but only in Japan. It seems like Nintendo has a larger installed user base in Japan but, in the United States, Sega is either equal to or ahead of Nintendo. In Europe, Sega has definitely taken the lion's share of the market. When you look at their respective world-wide installed bases, Sega has the lead. I think that the reason for this has to do with Sega's attitude toward game development. In Japan, we tend to develop games for specialized, niche markets. We tend to have a narrow view of the market (teenage Japanese boys) and our games usually don't appeal to a wide audience. In America and Europe, there is more of a Hollywood approach to game design and development. Games are designed for a wide market and there are many more games sold in the US and Europe as opposed to Japan. The Sega CD is a good example of this. The system has sold much better in the United States then in Japan. At the system launch, America sold more units in 48 hours then were purchased in Japan in one month. The contents of CD games are different as well. American Sega CD games use full motion video, scaling and bit-mapped graphics as well as making use of Silicon Graphics workstations. American programmers and designers know how to make new types of games. The Japanese reaction to this type of development is something along the lines of; "those games are not real games" and, consequently, these games don't sell very well in Japan.

GF: Do you thinking about entering the American market when you develop your games?

KY: Our company is a subsidiary of Sega so, of course, SOA will release our games as well. If you don't pay attention to the foreign market, you can not survive as a company. I think there are 5 or 6 software companies (development houses) that can survive with just the Japanese market, but those makers design games to sell specifically to the Japanese market and the size and economic value of the company is structured to meet the market demands.

GF: Right now, there are many 32 and 64-bit systems that are in various stages of development. What do you think about them and which systems do you believe will become the industry leaders in '94, '95 and beyond?

KY: There were more than 10 companies trying to produce 16-bit systems but, when all was said and done, Sega and Nintendo were the only two left standing. This time around, I see many companies, but, again, I believe that only two will survive. Sega's doing 32-bit (Saturn) and Nintendo is doing 64-bit (Project Reality). These two companies will survive. The purchase price for the new technology will be much higher than the gaming consumer is used to paying. The systems that will survive are those that concentrate on producing quality games at a fair market price and those that support their third party development teams. I think the main market for 32-bit (and 64) will be in the United States. Even though the technology carries a high price tag it will sell well in the US. The main reason for this is that the first people who are showing interest in 3DO and Atari's Jaguar are Mac and IBM users. There are fewer Mac and IBM users in Japan. Those people knew what multi-media software is. In the U.S. Adults will buy the system and let their kids play. In Japan, people say that interactive movies are not games, but who cares. If it's fun to play or watch, it doesn't matter. I think there is going to be a big difference between the Japanese and American markets in the multi-media, 32-bit era.

GF: Let's talk about games for a while. What titles do you currently have in development?

KY: Our first title is coming out in January of 1994 and is titled; Pop 'i Mayle. This game is a translation of the Japan Falcom home computer action/RPG title. There are many animation scenes which we are using as the story teller. We are attempting to make this one of the best multi-media titles and trying to remove the stigma of these games not having much in the way of play value. If it's possible, we want to make games that the average person can play without much difficulty. Pop'i Mayle's animation is TV cartoon quality. We are probably taking three times longer than normal to develop this game, but I don't care. The important thing is that we get the type of game that we're looking for. We have made the play control as simple as possible. This a big part of our company philosophy. Sega has proven this with Sonic the Hedgehog; the keys to the game's success are simple play control and speed. We are also currently working on Hyper Road Monarch, Super Brandish and Y's 4, in that order.

GF: I'm pretty sure lot of people are wondering what "Sister Sonic" is. Can you tell us a little bit about it?

KY: Our plan is to change Pop'i Mayle's character to Sister Sonic and release it for the foreign market. SOA has OK'd the use of this character and many consumers are looking forward to playing an entirely new game based on this character. So, we decided to consider them as 2 different concepts. Sister Sonic will be Action/RPG and there are plans, but nothing has been started yet.

GF: Why did you pick Pop 'i Mayle as your very first title for the Mega CD?

KY: Well, we checked out all of Japan Falcom's titles and we think this game has a good sense of humor and can sell well, world-wide. Y's IV wouldn't have the same foreign market acceptance.

GF: But Y's is popular in the US as well as Japan.

KY: We would like to make a totally different Y's for Y's 4. When you think about the foreign market, it doesn't matter how much they've sold in Japan. You know that Dragon Quest was the biggest hit in Japan but it didn't sell that well at all in the United States.

GF: Since you can really only play this type of game by yourself. What do you think about games that can be played by more than two people; like fighting games?

KY: I think it is a fine category. Action/RPG games have a story and there is always an ending to look forward to. You must achieve a goal. It is never ending for fighting games. It is OK for other companies to release them, but when the same company makes nothing but sequels, it gets boring. Even though you change the backgrounds and add a few more characters, it is essentially the same game.

GF: In closing, do you have any comments to the American gamers?

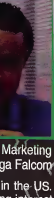
KY: I think American people are the ones who realize what multi-media software (games, Interactive movies) is. We are confident that this is the wave of the future. So, keep an eye out for our future titles.

GF: Thank you very much for your time and we will be looking forward to seeing your upcoming titles.

For a preview of Popful Mail see page 65!



Popful Mail for the Mega CD will be available January 1994.



Mr. Kaz Yano Marketing Director at Sega Falcom

TOP 10: JAPAN

Super Famicom

If a game has an Animation hit on TV , usually that game title will get a higher ranking (kind of like your Ren & Stimpy). "Sarah Moon" and "Crayon Shin-chan" and also, horse racing is big in Japan, so there are 2 highly ranked horse racing games.











1	Sarah Moon	Angel	8/27/93	6	J-League Soccer-Prime Goal	Namco	8/6/93
2	Thoroughbred Breeder	Action	12 Meg			Sports	8 Meg
3	Secret Of Mana	Hecto	8/27/93	7	Crayon Shin-Chan	Bandai	7/30/93
4	Super Mario Collection	Strategy	8 Meg			Action	12 Meg
5	Mario and Wario	Square	8/6/93	8	Super Derby	IMAX	8/10/93
		Action/RPG	16 Meg			Strategy	8 Meg
		Nintendo	7/14/93	9	Jutei Senki	Enix	8/27/93
		Action	16 Meg			Strategy	12 Meg
		Nintendo	8/27/93	10	Sword World SFC	T&E Soft	8/6/93
		Action	8 Meg			RPG	12Meg

Mega Drive / Mega CD

The ultimate shooter for the Mega CD is still on Top. Compared to the SFC ranking, you will notice that there are a lot of action and shooting players among MD users.











1	Silpheed	Game Arts	7/30/93	6	J-League Pro Striker	Sega	9/16/93
2	Ecco The Dolphin	Shooter	CD-ROM			Sports	8 Meg
3	Puyo Puyo	Sega	8/6/93	7	Bare Knuckle 2(GG)	Sega	7/23/93
4	Keio Flying Squadron	Action	8 Meg			Action	4 Meg
5	Rocket Knight Adventure	Sega	12/18/92	8	3 X 3 Eyes	Sega	7/23/93
		Puzzle	4 Meg			RPG	CD-ROM
		Victor Entertainment	8/6/93	9	Super Shinobi 2	Sega	7/23/93
		Shooter	CD -ROM			Action	8 Meg
		Konami	8/6/93	10	Jurassic Park	Sega	8/27/93
		Action	8 Meg			Action	16 Meg

PC Engine

I think the PC Engine has equal ranking for different types of games, but I see 4 strategy games.











1	Graduation	NEC Avenue	7/23/93	6	Championship Rally	Infech	8/6/93
2	Langrisser	Strategy	SCD			Race	SCD
3	Legend Of Kabuki	Mesayn	8/6/93	7	J-League Greatest Eleven	Nichibutsu	5/14/93
4	Street Fighter 2 Dash	Game Type	SCD	8	1552 Tenka Tairan	Sports	SCD
5	Orgle	Hudson	7/10/93			ASK Kodansha	7/16/93
		RPG	SCD			Strategy	SCD/CD
		NEC HE	5/12/93	9	Bonk CD	Hudson	5/8/93
		Action	20 Meg Hu			Shooter	SCD
		Data West	7/16/93	10	Gate of Thunder	Hudson	4/23/93
		AVG	SCD			Shooter	SCD

MOST WANTED: JAPAN

Super Famicom

1. Fatal Fury 2
2. Dragon Quest 6
3. Romancing Sega 2
4. Dragon Quest 1&2
5. Shin Megamitensei 2
6. Fire Emblem
7. The Night of Kamaitachi
8. Yu Yu Hakusho
9. Dragon Ball Z 2
10. Rockman X

Mega Drive/Mega CD

1. Vertua Racing
2. Phantasy Star
3. Sonic 3
4. Pop'l Mayle
5. The Dream House
6. Bare Knuckle 3
7. Record of Lordos War
8. Urusei Yatsura
9. Shin Megamitensei
10. Lethal Enforcers

PC Engine

1. Fatal Fusry 2
2. Y's 4 The Dawn of Y's
3. Emerald Dragon
4. Monster Maker
5. Xanadu
6. Dracula X
7. Record of Lorods War
8. Sarah Moon
9. World Heroes 2
10. Shin Megamitensei

So, how was it? Did you like it? From now on, I will bring you the hottest info from Japan every month. I would love to receive letters from you. Any suggestions for this section or any questions about Japan would gladly be answered. It doesn't even have to be about games. I'll see you next month!

Send letters to: Gamefan Magazine/Japan Now! 6400 Independence Ave., Woodland Hills, CA 91367

MUNCHIES!

It's Pac-Man's dream come true: more ghosts to gobble! Video game super star Pac-Man is on the Super Nintendo Entertainment System in a hot new game: PAC-ATTACK™ The object of the game is to line up blocks in a row. Sounds simple, but those meddling ghosts are at it again getting in your way. Never fear, Pac will save the day!



Line 'em up! Chow 'em down!

- Three modes of play:
  - One player!
  - Two player head-to-head munch fest!
  - 100 level puzzle game!
- Smoking sound track!
- Cool graphics



Go Head-to-Head with friend in 2-player mode!



Munch Fest!



Wrack your brain with the puzzle mode!

Warning:
Pac-Attack is highly addictive.

SUPER NINTENDO ENTERTAINMENT SYSTEM

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namco



Welcome to Other Stuff. This month, let's begin with some exclusive new info. on the Street Fighter movie. For starters, the budget for the feature length film will be around 30 million dollars. It will be shooting in Los Angeles and other locations not available at press time. The story goes like this; late at night, Balrog, Sagat, and Vega come to the good guys' base (Ryu, Ken, Guile, etc.) and kidnap Dhalism and take him back to their headquarters in Thailand. Dhalism, a scientist, has been kidnapped because of some information he is holding that could save the world. That's where Bison comes in to the picture. Meanwhile, Dhalism is being held at a secret base under Bison's castle in Thailand, where he keeps his submarine which carries with it a weapon capable of destroying the world. The movie is set for a summer release. The cast has not been announced yet but the minute we know, you'll know. Here's who we would like to see; Ryu, Bruce Willis, he's got the hair and the attitude; Ken, Patrick Swayze, he can fight and he can act; Guile, Dolph Lundgren, who else?; Dhalism, William DaFoe....bald, after kissing Madonna Yoga Flames should be no problem; Vega, Jean Claude Van Damme, he's nimble and he's a bad ass; Balrog, Mike Tyson of course, get em' a weekend pass or somethin; E. Honda, John Candy! Oh ya, dye that hair! ; Blanka, Lou Ferrigno, he's used to green body makeup; Zangeief, Arnold would be perfect if he'd wake up out of his Beaver Cleaver syndrome; Chun Li, Tia Carrera from Waynes World, she's got the bodi and finally M. Bison, Richard Kiel, remember "Jaws" from the 007 series?....perfect!

In Nintendo news....

Project Reality is real and here's the latest news. The machine will actually make an appearance at the Winter CES in Las Vegas! This prototype will have actual running game demos. So, everyone can take a look and start dreaming about what could be the ultimate game machine . As we go to press, Project Reality has been shipped to, and prototype games have been started on by, 2 HUGE game companies (50 bucks says they're Capcom and Konami). The data storage system and design spec's are still up in the air but the latest is that PR will be cartridge based with an optional CD attachment. If it does have a CD drive, it could have 8 to 10 megabytes of buffer RAM (that's about 64 to 80 megabits), and over 32 sound channels. . The arcade version of PR will be out next year...November to be exact, and the home version? It will be introduced in Japan in September of 95. The first game could be either a new Star Fox, F-Zero or Mario 5, but that will remain a secret for quite some time. In other NIntendo news, Super Metroid, one of Nintendo's big games for next year, is coming along very well. At this time, it is 24 meg and could go as high as 32...the game is hugel, about 100 times bigger than the original and is set for a March release. FX TRAX is now going to be between 16 and 32 meg and is set for a spring release. The FX TRAX project has now been given to Miyamota, the designer of Mario and Zelda, so you know it's going to be awesome. It now has the final FX chip, which runs at 24 MHz, and can display about 15,000 polygons per second. FX TRAX will be the first SNES game to use 256 colors on screen and now has canyons, transparent tunnels and dozen of tracks to conquer. FX TRAX will also have a 2 player simul. feature. The third and forth Super FX games should make an appearance at Winter CES as well, Nintendo is about to make a big comeback!

Elsewhere in the world of Nintendo...They're about to let you play the friendly skies, as their new in-flight entertainment system makes its way on to Northwest Airlines later this year. As announced previously in this column, the system, dubbed "Gateway", will offer video games based on the SNES, movies, CD audio, telephone, shopping and other information services. The service will also be available through selected hotel chains and cruise ship lines. Nintendo expects to deliver services to 20 million people by the end of the first year of operation and, ultimately, would like to deliver the Gateway system to the home.

In Sega news...

As you know the Saturn is the big news here but that presently falls under the jurisdiction of Japan Now, since SOA has not revealed a specific date as of press time. So on with the show. In spite of what you may have read or heard elsewhere, Sonic 3 is going to be released before Christmas. It is 16 meg and, according to our sources, is BETTER than Sonic CD (which hits U.S. retailers this November) I don't know how that can be but we'll all find out in the December issue. The first Sega DSP game, Virtual Racing, is moving along nicely and sources inside SOA say that it is the fastest thing they've ever seen, even faster than the arcade version!. However,This technology is going to come at a high price, expect to see VR retail for just under $100. In spite of this lofty price, SOA is confident that the market is there for these revolutionary 16-bit games and they are currently working on 4-5 other DSP projects. Hey, what would you rather have, two games like Monaco GP or one like Virtual Racing?

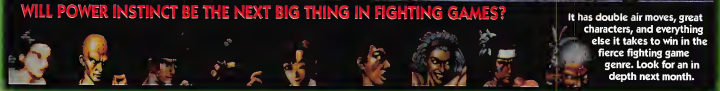
In Jaguar news...

Atari recently announced its initial list of third party developers. Included among the 20 companies who have already jumped on the cat's back are; Anco Software, Ocean, Titus, Tradewest, Trimark, US Gold, Loricel, Krisalis and Silmarils. Most of these companies have their roots in Europe, where Atarl 16 and 32-bit computers have been popular since the middle 80's, and have extensive experience in developing for Atarl hardware. Speaking of the hardware, Atarl is still on schedule for a November 15 launch in New York and San Francisco. The initial production run is for 50,000 units, which our sources tell us have already been sold to 3-4 national retailers. Expect to see the first 50k move off of the shelves by Thanksgiving, if not sooner...Also, the unit should be bundled with Cybermorph, the incredible looking 3D, texture mapped polygon shooter and most of the first set of games, which we previewed last month, should be available at launch. Next issue we will have played them all so we'll give you our honest opinion on Atari's new beast.

Delayi, Delayi! NEC has put off the production of their new 32 bit Iron Man system in the wake of Sega and Nintendo's recent announcements of their new Super Systems. Instead of trying to jump out into the early lead they intend to wait until both systems are out and then make there move. Could this mean they will finally start to show TTI some support over here? Lets hope so! Check out all the cool games coming out for the still hot PC Engine on page 68. C'mon guys what gives? Just prior to press time we heard that there are four Sonic games planned for the years end. There's Sonic spinball, Sonic CD, Sonic 3 and .....Sonic? We'll see if there is any truth to this and let you Sonic fans know next month. Well, that's about it for now . I'll see ya' right here next month in Other Stuff.



WILL POWER INSTINCT BE THE NEXT BIG THING IN FIGHTING GAMES?



It has double air moves, great characters, and everything else it takes to win in the fierce fighting game genre. Look for an in depth next month.



Both Sony and Olympus are working on Neural Induction Monitors. These next generation "sensory" TV's could be available as early as next year. My Virtual Vision fell apart after a week, so bring em' on.



It was a fight to the finish (and two shiny new Street Fighters) at the recent Slam Masters finals in Hollywood Ca. Here's the two finalists fighting for the prize. The turnout for this contest and the Super SF2 Launch were both successful. Thanks to everyone at Capcom for the great events.



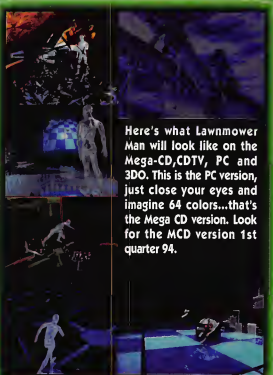
Here's a couple of actual scenes set up on Nintendo's SGI hardware. Looks a lot like a street and a room to me. Show us some games! It Still looks amazing though.





Toys, toys, toys. These Street Fighter 2, Dragon Ball Z, Dragon Knight and Mega Man toys are all available in japan and are of the highest quality. Our offices are full of em'.





Here's what Lawnmower Man will look like on the Mega-CD,CDTV, PC and 3DO. This is the PC version, just close your eyes and imagine 64 colors...that's the Mega CD version. Look for the MCD version 1st quarter 94.

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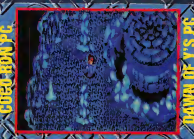
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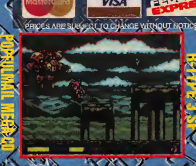
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THE POSTMEISTER

Postmeister,

I would usually congratulate you and the rest of the Game Fan team on how great and wonderful your magazine is, but this is an emergency!

In your September issue of Game Fan, my man E. Storm made a small little comment on pg. 88 about Wolfteam. At the bottom of the page, and I quote, E. said the following: "it's too bad they broke up, more games...".

It's too bad 'who' broke up? I know he is not referring to WOLFTEAM! No! Tell me it isn't so! The creators of my two favorite multimedia games (Cobra Command and Road Avenger) broke up?! Clear this up for me, PLEASE! Who will produce the 'cartoon' games for Sega CD? I'm tormented...I can't bear it any longer...the torture...the pain...why, oh why...

Sincerely,

Wolf4Ever
Bensalem, PA

Dear W4E,

You think you were upset? Storm totally threw a rod!, as all hope of an Earnest Evans, Granada or Arcuss Odyssey sequel went right out the window. So far, we know two members went to Sega of Japan, one went to Gau (Ranger X remind you of Earnest Evans a little?) and one went to Zamus, who just finished up Macross for the Super Famicom. So, say good-bye to a great company and hold on to those WolfTeam classics.

P.S. If you see the WT logo in the future, it's just a Telenet logo. Sorry man, catch ya later.

Dear Postmeister,

I am a SNES faithful and was wondering when Nintendo's going to produce some 24 meg games like Sega. If the SNES can handle 32 megs of memory, why no 24 meg games?

Thanks,

Nick Bishop
Alabaster, Alabama

Dear Nick,

24 and larger meg SNES games are on the way! Currently in Japan, Fire Emblem is on the way; a 24 meg hard-core RPG and, over here, Super Metroid (a vast 32 meg game) is set for a 1st quarter '94 release. From what we have heard, it should be phenomenal. Oh, by the way, look for a lot more 20 meg and higher games in '94. Currently, Nintendo has over 25 new games in development.

Postmeister,

I just got your issue #10 in the mail and almost couldn't believe it when I saw it was DieHard GameFan! What a way to grow. All pages are packed with solid game information and superb graphics with none of the fat and bones I have put up with in other game magazines. Keep up the great effort and you will surely bag more loyal fans like me.

Now, I hope you will allow me to pass this on to SNK management. I have become sick and tired of hearing those video game watchdog groups ranting about censoring violence while neglecting their kids and allowing them to play whatever they want at the arcade. If these watchdogs can't even pay attention to what their kids play at the arcade (or at home), they have absolutely no business playing God with other people's right to legitimate entertainment in their own homes.

What really makes me mad with SNK's Samurai Shodown is the fact that, while the company is targeting its 99.9% adult customers to fork out $240 for the game, it is also treating us as thumb sucking, 8 year old kids who can hardly distinguish between depiction of cartoon violence and that of real life. SNK's decision to remove cartoon blood color from the home version, that is to be purchased by adults, while keeping intact all the coloring in its arcade version for any kid to play is nothing short of an intentional insult to its adult customers and sheer hypocritical ignorance on the part of its management. I hope that SNK can drum-up enough future sales from those watchdogs, because I refuse to be treated as a thumb sucking grown-up. GOOD-BYE SNK AND MY NEO GEO SYSTEM!

Sincerely,
Chatt Matayanant
Garland, TX

Dear Chatt,

I cannot tell you how many letters I have received regarding this beyond stupid move by SNK. First, they hose us by releasing fighting games only and then they censor them to double the blow. Why don't they just come to your house and steal your money? At

(cont.)



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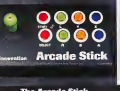


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least that way you wouldn't have to feel the long term hosing. How about all the rumors (that they obviously created themselves) about upcoming titles like Crystalis, Magician Lord 2 and Reactor (just to name a few.) Where are they SNK? What?, you don't think you'll make enough cash at the arcade so you scrapped 'em? C'mon tell us! Look, if you're going to abandon the home user, let us know because all we see is fighting games and, although you can make a ton at the arcades, not all of us want to play Fatal Fury and World Heroes until our fingers bleed. You've got fighter of the year with Samurai, so put the blood back in and give it a rest. We're starving out here!

Thanks for the letters all you hopeful Geo owners, censorship must be stopped!!

Dear Postmeister,

First, I would like to really thank you and your colleagues for bringing out the baddest, coolest, most informative magazine to ever come out. As a Game Fan video game magazine reader, I look for statistics, great pictures and extremely extensive coverage of the Japanese video game market. Although you seem a bit biased (you praise Sega at every turn), you guys are the best in the industry.

Now, for the questions. What is the thing with the 32 Hudson machine? Can you give me some pix, specifications and some news on its software? Also, could you please show me the actual pix of those Super CD Arcade Card games? You covered this technological breakthrough in your last issue (what is Warriors of Fate, anyway?). Please, more details!

What's up with TTI? Why are they bringing rubbish here? As a hardcore RPG fan, I would like to see TTI bring out all Far East of Eden(s), Ys IV, Record of Lodess War, Angel's Poem II, Legend of Xanadu, Snatcher, Magicoal, all Burai(s), Monster Maker, Emerald Dragon, all Xak(s) and PD3 here. The Digital Comic format should be introduced here, especially Patlabor. Konami games should also appear here.

How can anyone like Time Killers? The point of games is to have fun, not to watch others' heads being chopped off! If people want violence, they can watch that on TV. I am not anti-violence, because I believe that it can be shown if, and only if, the game has good game play (like Samurai Shodown and Snatcher). Mortal Kombat is not that great of a game and people should really not rate games on the amount of blood it shows.

Lastly, I would really like Square, Enix and Capcom to start making PC-Engine games. Imagine the entire Final Fantasy and Dragon Quest Sagas all on one CD! Imagine Capcom making Super Street Fighter II on the arcade card! Don't you agree that it would be cool?

Thanks,

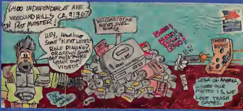
Raymond Pat
Santa Rosa, CA

Dear Raymond,

Hudson's new 32-bit super system, the Ironman, is set for a March release in Japan, where the PC-Engine CD is still going strong due to the new 16 meg upgrade, the upcoming Dracula X and several popular fighting games. Meanwhile here in the states, the existence of any NEC consoles is rapidly coming to an end. TTI simply has not received the cooperation from Japan that they needed, thus the Ironman is not scheduled for a U.S. release. Don't look for any of the titles you listed either. In fact, chances are that, by '94, there will be next to nothing released for the Turbo-Duo. It's always sad when a system dies but in this case there's really no reason to mourn. If you've got a telephone, you can order import games from several mail-order co.'s for your Duo and, if you want an Ironman, I'm sure that they will be available here as well. If you're into RPGs however, well, you're sorta out of luck. None of the games you mentioned are scheduled and, as for Square, Enix and Capcom, well, they have all three recently announced they will begin producing Sega titles. So, the chance of a PC-Engine affiliation is next to impossible. Sorry, chief. Time Killers is a major log of a fighting game which is kind of a gross attempt to exploit the whole blood thing that MK started. Shame on them...you want me to kick the crap out of 'em? Finally, for some info. on the Iron Man system (we'll have an in depth very soon), check out Issue 11, Other Stuff. Thanks for writing and remember, it's almost Jaguar time.

Yo Postmeister,

Recently, I noticed a disturbing trend in the American gaming industry: a serious lack of RPG games. Is it just me, or do the fat cats at the American publishing houses think that all "we" want is shooters, action and fighting games? I'm just a wee bit fed up with SF2 clones, Mario clones and senseless destruction. Now, don't get me wrong, I like my fair share of mindless destruction of hordes of Kamikaze enemies, but this is getting to be a habit! Now, I bought a Sega CD when it hit the shelves...big mistake. You see, I went by what games were available in Japan at the time, but I end up with such gems as Marky Mark, INXS, Criss Cross (if I spelled CC wrong they can sue me), Sewer Shark, Wonder Dog, Black Hole Assault (which, by the way, has the most pathetic cinema scenes that I have endured) and, best of all, Sega's hey, Bob the janitor can program today!, Batman Returns! Man, I shoulda kept my Duo! I'll end my bitchin' with a question. Are we ever gonna see Cosmic Stories or 3X3 Eyes over here in this wonderful, clean and holier-than-thou nation? So, until next time, run over Nintendo's and Sega's Presidents and mail me the pictures.



The Bionic Gamer
Sardis, OH

Now this is envelope art!
- Postmeister

Dear Bionic Gamer,

Welcome to the struggle. Those fat cat, ex-toaster salesmen are

(cont

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making all the wrong decisions for us and, worse, they actually think that they're right! The problem is that most companies are still catering to the 8-10 year old gamer who they, number one, far underestimate and, two, think buy the most software. The reason 15-40 year old gamers don't buy more games is because they are mostly made for young children. Fact is that most of us (10 year olds included) would buy a lot more games if they were more serious (such as RPGs and uncensored games like Mortal Kombat). I don't know about them, but my 10 year old cousin loves MK. He thinks the blood is funny and cool and he is very aware that it's just a game. Today's kids are smart, but the game co.'s think they're all a bunch of Beaver Cleavers, a kid that wouldn't make it ten feet down the road in 1993. So, how do we wake them up? We'll write them letters, call and, finally, don't buy censored games. When the cash starts dwindling, these types run for the hills!..Let's chase 'em!! As for the Sega CD, well I think Wonder Dog and Batman Returns (especially Wonder Dog) are excellent games, but you're right, there is way too much junk out there. Who do you think the dufus is that sunk big cash into these lamer than lame, make your own, no talent, top-ten, bubble gum music video games....it's the extoaster salesman, brainstorming with the overpaid, non-gamer marketing dept.! The Sega CD is quickly becoming a relic (besides Silpheed, Sonic and a handful of others there ain't much there, and who's got another year to wait?). As for the Duo, well, it already is a relic. But look at the quality Genesis carts like Gunstar Heroes that are just coming out,(and wait till you see Sonic 3, oh my) the Genesis has been around long enough for the programmers to really figure it out. Companies like Core, Sonic Team, Treasure and Capcom just to name a few will never let you down, and next year the SNES is going to knock your socks of. Or just wait and buy a 3DO (it's brilliant), but it's $700 and only a couple of games are available. Stay tuned to GF for monthly updates on that situation. Oh-ya, 3x3 eyes come to the US?

Noooo wwwaaay! The bonehead special interest groups would be on CNN claiming the end of the world. I'm off in my postal 4x4.....

Dear Postmeister,

One of the failures of the SNES is its changes to the original Mortal Kombat game. Who makes the decisions on the limitations of violence in video games? Some groups claim that children exposed to violent games and television become more violent in their play and more tolerant of violence in others. What a bunch of baloney! I meet the nicest people at arcade places and the scary ones behind dark alleys, not watching television nor playing SF2. Suppressing the distribution of Mortal Kombat by parents would be a big mistake. The graphic images of blood and gore in Mortal Kombat was part of the entertainment package. When Nintendo took that out, what was left was a happy Sega of America who agreed to leave the original game alone with a new MA-13 rating system. If Nintendo was willing to sacrifice some revenue to make the parents happy, they shouldn't have signed Acclaim in the first place because, now, those die hard MK arcade players will be left disappointed. Nintendo is obviously trying to please both sides and it's causing a commotion. What lures children to martial arts games will indeed repel many parents. Nintendo is producing brochures called "Parents' Guide to Video Games" that will be available later this month. I think the parents can decide for themselves on the appropriateness of video games for their children. By selling mortal Kombat and passing out the brochures, the big 'N' is a bunch of hypocrites. If one is so concerned about the violence in video games, one should not even consider selling Mortal Kombat. To me, Nintendo is nothing more than a greedy, hypocritical, kiss-butt corporation. Maybe next time they can make Blanka' bite squirt out "sweat" in stead of the, oh my goodness, horrifying, realistic blood. What do you think, Postmeister?

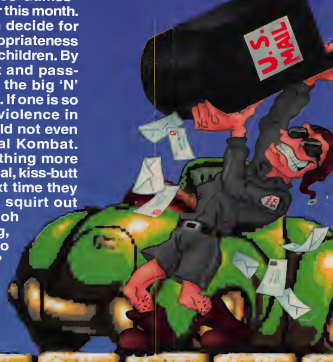
Respectfully Yours,
Betty Nguyen
San Jose, CA

Dear Betty,

Mom!!! You're awesome! I here ya. Do you think the high-ups a Nintendo go outside? I wonder i they have TVs, or live in rea American neighborhoods. Sadly, think not, talk about out of touch They make Disney look like Mother Theresa. Those Parents Guide to Video Games are a joke Nintendo acts as if they know your kids (and acts as if they are really naive and misguided). How about MTV, HBO, Geraldo Rivera (what a freak show) and the res of the real world.....how about the freakin' news!, talk about carnage Will Nintendo go after them too? Or will we simply watch our chil dren and teach them right from wrong ourselves? The only people who will benefit from Nintendo's censorship will be the other game companies as they go flying by...in the real world! Thanks fo the letter, very intelligent...any daughters?

The Postmeister

P.S. The envelope art starts next month! So draw!



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GENESIS

Mutant League Hockey	Spt.	EA
Pink Panther	Act.	Teemagik
Race Drivin'	Drv.	Tengen
Beauty/Beast	Adv.	Sunsoft
Lethal Enforcers	Str.	Konami
TMNT Tourn. Ftrs.	Ftg.	Konami
NFL Football '94	Spt.	Sega
Formula 1 Racing	Drv.	Tengen
Sonic Spinball	Act.	Sega
Battletoads Dbl D.	Act.	Teadwest
Jim Power: Lost Dim.	Act.	Electro
Robocop 3	Act.	Flying Edge
NFL Quarterback Club	Spt.	Arena
Wolfchild	Act.	JVC
WWF Royal Rumble	Spt.	Flying Edge
Dashin' Desperados	Act.	Data East
Indiana Jones	Adv.	Sega
Dragon Fury 2	Act.	Tengen
Genghis Kahn 2	RRG	Koei
Super Battleship	Stg.	Mindscape
Fun & Games	Pzl.	Tradewest
Addams Family	Adv.	Flying Edge

SEGA CD

Wheel of Fortune	Sim.	Sony
AH3 Thunderstrike	Str.	JVC
Euro Racers	Sim.	Reveal
Joe Montana	Spt.	Sega
NFL's Greatest Teams	Spt.	Sega
Out of this World	Adv.	Virgin
Microcosm	Str.	Sony
Sonic CD	Act.	Sega
Sighped Wars	Str.	Sega
ROXS	Sim.	Sega
My Paint	Edu.	SB Graphx
Spiderman	Act.	Sega
Dracula	Act.	Sony
Lethal Enforcers	Str.	Konami
Son of Chuck	Act.	Virgin
Terminator	Act.	Virgin

SUPER NES

Sports Illustrated FB/BB	Spt.	T*HQ
Dennis the Menace	Adv.	Ocean
Int'l Tour Tennis	Spt.	Taito
Obitus	Adv.	BPS
Side Pocket	Spt.	Data East
Super Empire SB	Act.	JVC
Time Slip	Act.	Vic Tokai
Wicked 18	Spt.	BPS
Battletoads Dbl. D	Act.	Tradewest
Dr. Franken	Act.	DTMC
Sunset Riders	Act.	Konami
Inspector Gadget	Adv.	Hudson
Ranma 1/2 Hard Bat.	Ftg.	DTMC
Lufia	RPG	Taito
Super Nova	Str.	Taito
Actraiser 2	Act.	Enix
Battlecars	Drv.	Namco
Champ. Pool	Spt.	Mindscape
Legend	Act.	Seika
Madden '94	Spt.	EA
Mario's Time Machine	Adv.	Mindscape
Lamborghini Chall.	Drv.	Titus
Lawnmower Man	Act.	T*HQ
TMNT Tourn. Ftrs.	Ftg.	Konami
F1 Roc 2	Drv.	Seta
Hyper V Ball	Spt.	McO River
Troy Aikman Football	Spt.	Tradewest
Bio Metal	Str.	Activision
Striker	Spt.	Atlus
Agassi Tennis	Spt.	Teemagik
Magic Boy	Adv.	JVC
Flashback	Act.	US Gold
T2 Judgement Day	Act.	LJN

NEO GEO

Fatal Fury Special	Ftg.	SNK
Top Hunter	Act.	SNK
Magical Adv.	Adv.	Data East

3DO

Total Eclipse	Str.	Cr. Dynamics
Twisted	Act.	EA
Out of this World	Adv.	Interplay
Dragon's Lair	Adv.	ReadySoft
John Madden FB	Spt.	EA Sports
Zombie Land	Adv.	EA

JAGUAR

Crescent Galaxy	Str.	Atari
Alien Vs. Predator	Adv.	Atari
Raiden	Str.	Atari
Tiny Toons	Act.	Atari
Dino Dudes	Pzl.	Atari
Cybermorph	Str.	Atari
Checkered Flag 2	Drv.	Atari
Club Drive	Drv.	Atari
Kasumi Ninja	Ftg.	Atari

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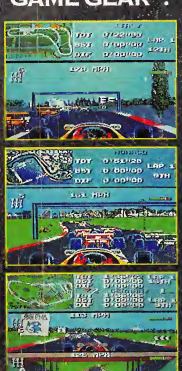
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